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SUPER MARIO WORLD™ GAME SECRETS

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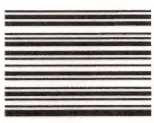
Rusel DeMaria and Zach Meston

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SUPER MARIO WORLD™ GAME SECRETS

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SUPER MARIO WORLD™ GAME SECRETS

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and
Zach Meston**



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—R.D.M.

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—Z.M.

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INTRODUCTION

Super Mario World is the fourth of the Super Mario games from Nintendo and the first for the 16-bit Super Nintendo Entertainment System. This time, Mario must explore seven worlds of danger and excitement in order to rescue Princess Toadstool from Bowser and his evil Koopa clan!

On the way to the Princess, Mario will discover a host of secret worlds as well. Even after he's saved the fair Princess, he can continue to explore—and discover—new locations.

In this book, *Super Mario World Secrets*, we offer a comprehensive guide to the many worlds of Mario, including a short history of our favorite plumber. Use this book as a reference when you're lost, as a strategy guide to learn the best techniques, and as a walkthrough of the game if you need help.

Super Mario World is a complex game. Because you discover new places as you play the game, we've divided the book into four sections:

Part 1: The Introduction. In this section you find a short history of Mario and a complete reference to the basic techniques, items, and enemies found in the game.

Part 2: The Walkthrough. This part takes you on the road to Bowser's Castle with no side trips into the hidden worlds.

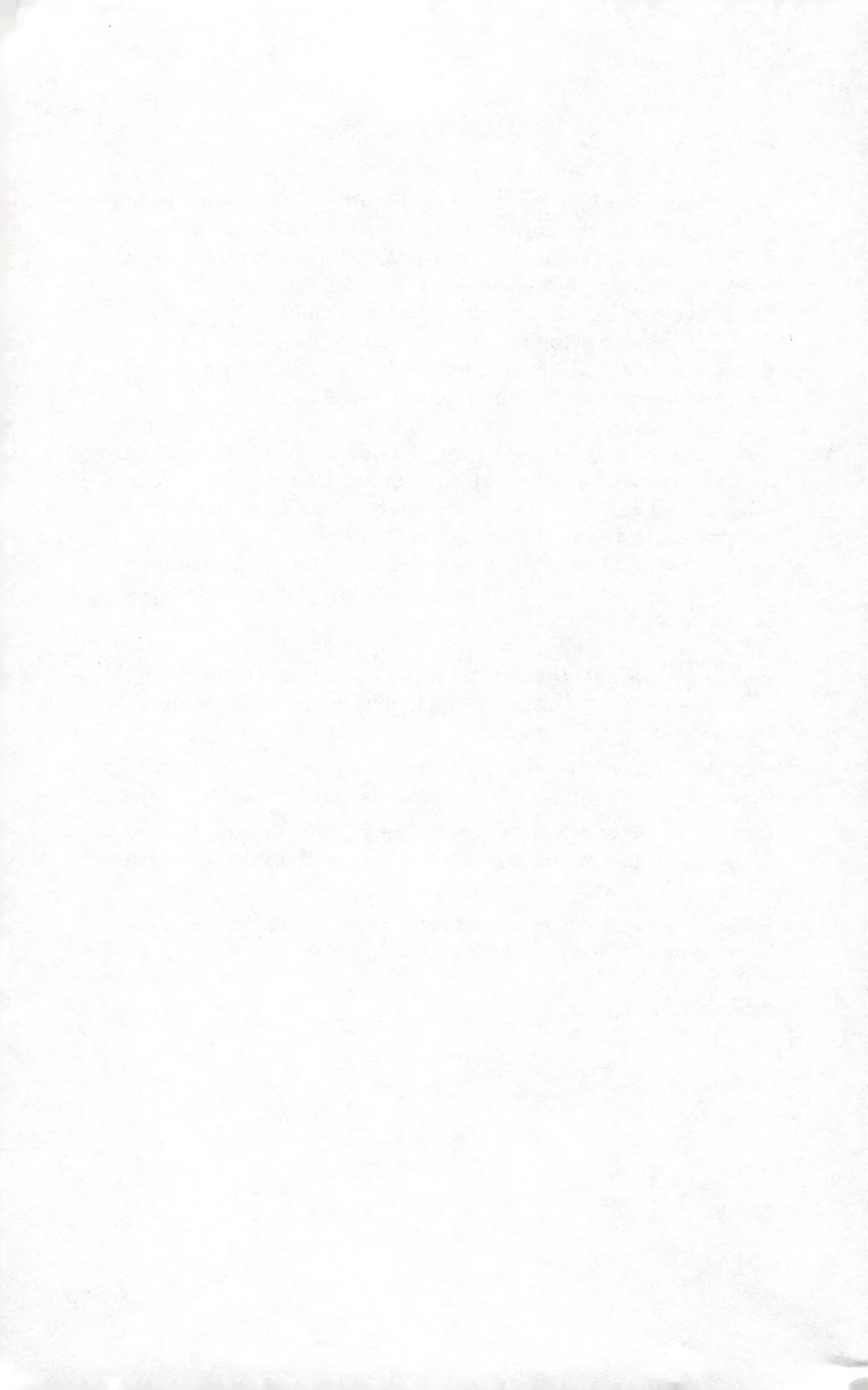
Part 3: The Secrets. This is where you find out all you need to know about the very tricky hidden worlds, including the Special Zone and the Star Road.

Part 4: The Super Secrets. Need extra lives? Or maybe you want to max out your score... It's all here in the Super Secrets.

And remember...

***Respect the Earth.
Respect all Life.***

—RDM



Part 1: ***The Introduction***

CHAPTER 1

The Plumber and The Princess: Mario's Story



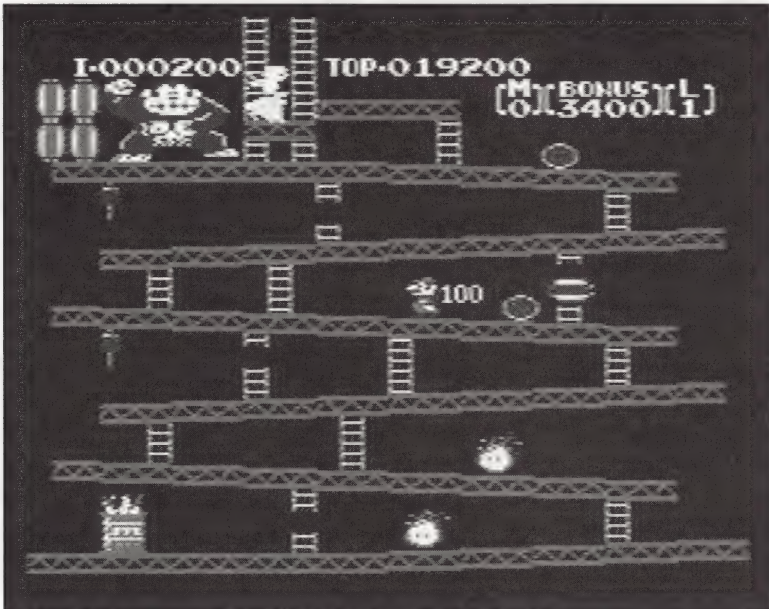
WHO'S MARIO?

He's recognized by more children than Mickey Mouse. His games have made more money than the biggest motion picture in history (*E.T. The Extra-Terrestrial*). He single-handedly made the Nintendo Entertainment System the most popular home gaming system of all time. He's Mario, a little Italian plumber who's appeared in some big games.

THE PLUMBER AND THE GORILLA

Mario first appeared way back in 1981. He was the hero of an arcade game named, of all things, Donkey

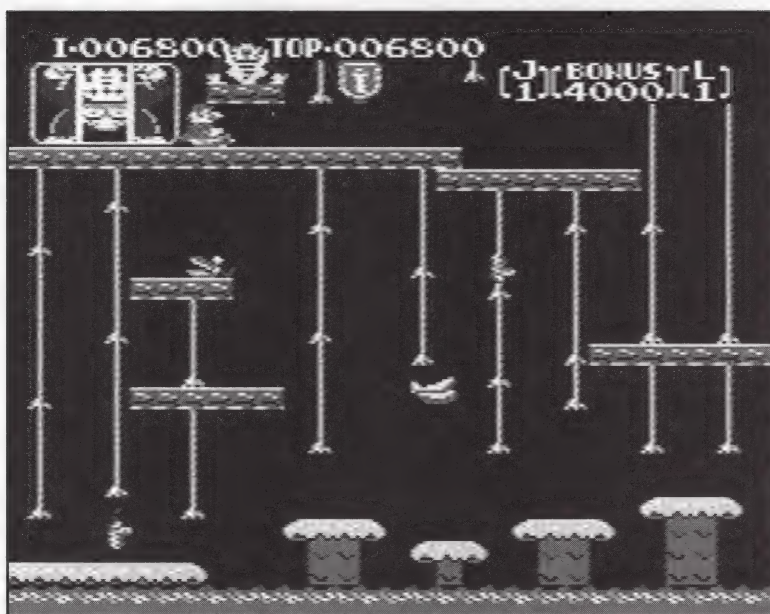
Mario's Story



Mario's debut in Donkey Kong.

Kong. You, as the heroic Mario, had to run and jump over barrels thrown at you by a huge gorilla while climbing up ladders. The goal of all these gymnastics was to rescue a damsel in distress. (Some things haven't changed much.) The game featured four levels of fast and furious action, and practically invented the "platform" game (where the player has to run, jump and climb on and over platforms to succeed).

The sequel to Donkey Kong, Donkey Kong Jr., is the only game Mario has ever appeared in where he's the bad guy. The player controls Donkey Kong Jr. as he climbs and swings on vines to rescue his caged papa from Mario. This was a fun game, although not quite as good as the original. There was even a Donkey Kong 3, starring not Mario, but a hero named Stanley the Bugman!



Mario as the bad guy in Donkey Kong Jr.

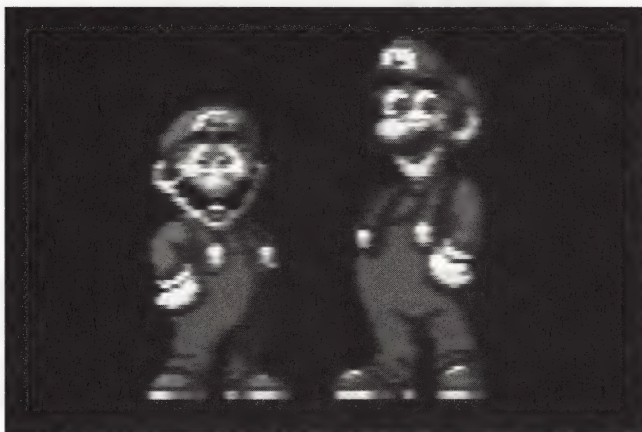
MARIO'S LONG-LOST RELATIVE

The next breakthrough arcade game starring Mario as the main character was Mario Bros. Mario Bros. allowed two players to play at the same time, a rare feature for arcade games in the early 1980s.

Because Mario Bros. was a two-player game, and because both players obviously couldn't be Mario, Luigi was "born" as the second player's character. Luigi has appeared in every Mario game since then, from Super Mario Bros. all the way up to Super Mario World.

In Mario Bros. and Super Mario Bros., Luigi looks just like Mario, only dressed in green. Super Mario Bros. 2 was the first game to show true physical differences between the two brothers; Luigi is taller and skinnier than Mario. The final reward screen for Super Mario World, showing Mario and Luigi

Mario's Story



Mario and Luigi—the Brothers Mario.

standing next to the Princess, is the best look at the Mario Bros. yet (thanks to the Super NES' 16-bit graphics).

SUPER MARIO SALES

Before the Nintendo Entertainment System, videogames in the United States were dead in the water. Videogame sales had gone from a whopping \$3 billion in 1982 to less than \$100 million in 1984.

Things were a different story in Japan. The videogame industry was still alive and strong there, and Nintendo was the biggest player in the market. In 1985, they released the Nintendo Family Computer System (Famicom for short). It was an instant hit, selling more than six and a half million units by the end of the year.

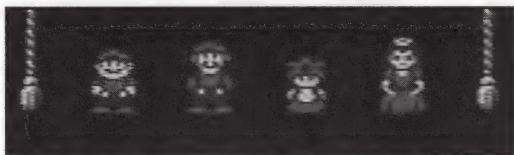
Nintendo was confident that their machine could do well in the United States. They changed the Famicom's name to the Nintendo Entertainment System, and started test-marketing the machine in New York City during the fall of 1985.

Super Mario World Secrets

The NES was a bigger hit than even Nintendo could have predicted, and Mario's first NES game was perhaps the main reason for the unit's success. Super Mario Bros. featured Mario in a romp through eight delightfully varied worlds, each one jam-packed with action and adventure. The game sold more than one million copies in 1986 alone. (Today, Super Mario Bros. comes packaged with the NES.)

MARIO'S DREAM

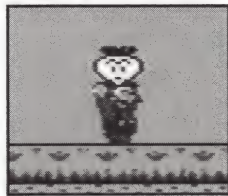
Demand for a sequel to Super Mario Bros. was universal, and Nintendo soon soothed the masses with Super Mario Bros. 2. But as players discovered, the sequel was far different from Mario's first NES adventure.



The four characters in Super Mario Bros. 2.

Instead of just Mario and Luigi, there were FOUR different characters (Mario, Luigi, Toadstool, and Princess), and each one had unique skills! There were no points to score; the goal was simply to play through the game. And instead of jumping and breaking blocks, the player yanked things out of the ground! It was still fun, but it was different.

It turns out that Super Mario Bros. 2. wasn't really a Mario game at all. It was Dream Fantasy, a game released in Japan for the Famicom. Nintendo took the game, removed the original characters and plot, and put in Mario and the gang.



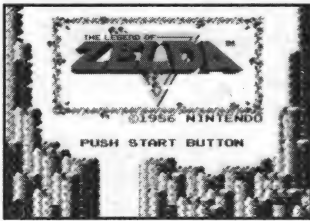
Tossin' veggies.

Mario's Story

There IS a real Super Mario Bros. 2, but only in Japan, and it will almost certainly never be released here. Why? Because in Japan, Famicoms not only accept Game Paks, but computer disks as well. These disks can hold more information than Game Paks, and many Famicom games are released on disk. The disk slot was removed from the Famicom when it was turned into the NES. What it all means is that we'll never see the real Mario 2.

Mario's Maker

Mario's Nintendo adventures are the creation of Shigeru Miyamoto. Miyamoto began working for Nintendo as a package designer. He soon advanced to become a character designer, and then a full-fledged game



*The Legend of
Zelda—another
Miyamoto masterpiece.*

designer. Miyamoto's credits read like the Nintendo Hall of Fame. He's produced Super Mario Bros., The Legend of Zelda, Zelda II: The Adventure of Link, Dream Factory (Super Mario Bros. 2 in the United States), and Super Mario Bros. 3. Miyamoto is listed as the Producer of Super Mario World.

BACK TO BASICS

Super Mario Bros. 3 was a welcome return to the Mario we know and love. The bricks were back, the jumping was back, and the game was HUGE! Super Mario Bros. 3 made the eight worlds of Super Mario Bros. look absolutely puny by comparison.

In addition to the classic features, several games were added into Mario 3! You could play

Super Mario World Secrets

Concentration to win 1-Ups, or even participate in a stripped-down game of the original Mario Bros.!

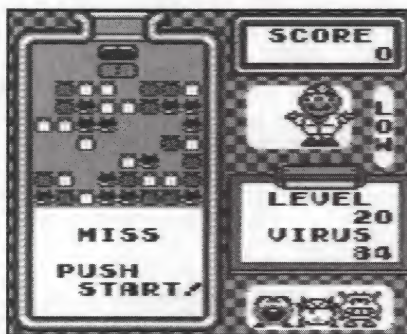
If Mario 3 had a problem, it was its enormous size. Since you couldn't save the game, you literally had to leave the Nintendo on for days to play all the way through the game. But with a game like Mario 3, who cared how long it took to win?



Cameo Mario

You'll spot Mario in several other games for the NES and Game Boy:

Alleyway (GB), Dr. Mario (NES and GB, shown in the picture), F-1 Race (GB), Golf (NES and GB), Pinball (NES), Punch-Out! (NES), Qix (GB), Tennis (NES and GB), Tetris (GB), and Wrecking Crew (NES).



PORTABLE MARIO

When Nintendo introduced the portable power of the Game Boy, Mario once again helped to boost the sales of the new unit. Super Mario Land was a scaled-down Mario, but it was still Mario, and it was an all-new adventure through four unique worlds. Mario rode in vehicles for the first time in Super

Mario's Story



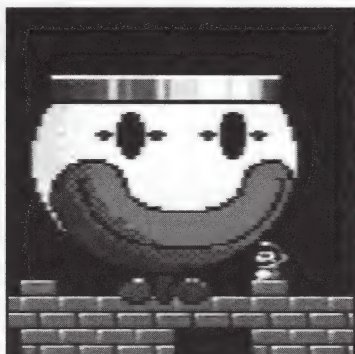
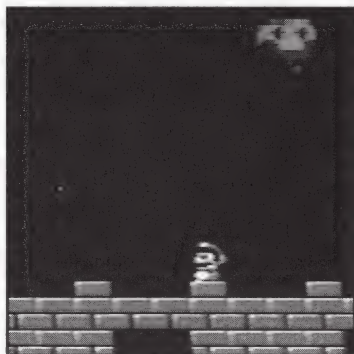
Mario Land, driving an underwater sub and piloting a biplane! Super Mario Land is the best-selling Game Boy title ever, and it was still on the best-seller charts when this book went to press.

MODERN-DAY MARIO

Nintendo saw that the power of 16-bit systems like the Sega Genesis was starting to steal some of the thunder from the NES, so they sent their design team into hiding with one goal: produce the best game system ever seen. When they came out, they brought with them the Super Famicom.

Super Nintendo Scaling

An example of scaling taken from the final battle with Bowser. As Bowser flies toward Mario, he grows larger. This may seem like a simple effect, but scaling is one of the most difficult tasks for a game programmer to achieve. Since the SNES has built-in scaling, the programmer can spend more time writing a great game and less time worrying about graphic effects.



Super Mario World Secrets

The SF has astonishing technical capabilities, the most stunning being the built-in “scaling” feature that allows the machine to manipulate graphics like never before. The Super Famicom took off in Japan, soon becoming the best-selling 16-bit system in that country.



Super Mario World—in Japanese!

Nintendo brought the SF over to the U.S., renaming it like they did the original Famicom. U.S. gamers know the Super Famicom as the SNES (Super Nintendo Entertainment System). As always, Mario is ready to help Nintendo sell their latest and greatest console. Super Mario Bros. 4, better known as Super Mario World, is packaged free with the SNES. This game is the biggest and best Mario adventure yet, filled with fantastic 16-bit graphics, stereo sound, and more worlds than ever before.

Japanese Mario

A few elite (and disgustingly wealthy) players were exploring Super Mario World before the SNES was released. They purchased the Super Famicom, along with equipment to allow it to operate on U.S. televisions. We recently got our hands on the SF, and we thought we'd show a few interesting pictures of the Japanese and American versions of Super Mario World.

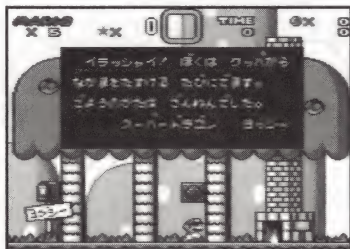


Japanese Version:

When 96 goals have been achieved, it doesn't look like anything special.

American Version:

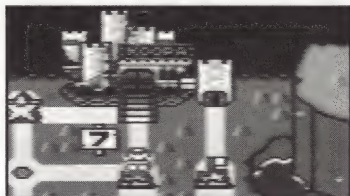
When 96 goals have been achieved, a star is placed next to the number.



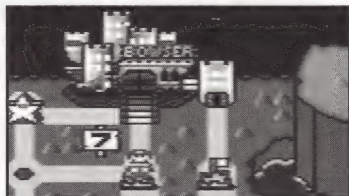
**Japanese Version: Huh?
Say again?**



American Version: Okay, now I understand...



Japanese Version: The final boss is named Koopa!



American Version: The final boss is named Bowser!

MARIO MASTERY

In this book, *Super Mario World Secrets*, you'll learn *Super Mario World* inside and out. You'll find out the locations of all the hidden worlds. You'll know where to power up for extra lives. You'll know how to defeat the bosses. In short, you'll become a Mario Master. Pick up your controller and get ready for an awesome adventure with *Super Mario World Secrets*!

CHAPTER 2

Super Mario World: The Basics



CRISIS IN DINOSAUR LAND!

After defeating Bowser in Super Mario Bros. 3, Mario and Luigi wanted a vacation! They went to a magical place called Dinosaur Land and kicked back to soak up some rays. But they should have known that the evil Bowser had recuperated from the beating they gave him.

Bowser kidnapped the Princess Toadstool (who was pretty used to this by now!) and hid deep within the waters of Dinosaur Land, in his personally

Super Mario World Secrets

designed Valley of Bowser. Mario and Luigi searched for the Princess, but all they found was a giant egg.

The giant egg hatched and a dinosaur named Yoshi popped out. He told the Mario Bros. of Bowser's evil activities in Dinosaur Land, and how his dinosaur friends had also been imprisoned in eggs. Now Mario and Luigi had two missions—rescue the dinosaurs AND rescue the Princess!

Dinosaur Land sprawls across seven Worlds, with many different areas to search. Even after you've rescued the Princess and thrashed Bowser, you can keep playing to find the areas you missed along the way. Will you find all 74 Worlds and 96 goals in Super Mario World?

MARIO AND LUIGI

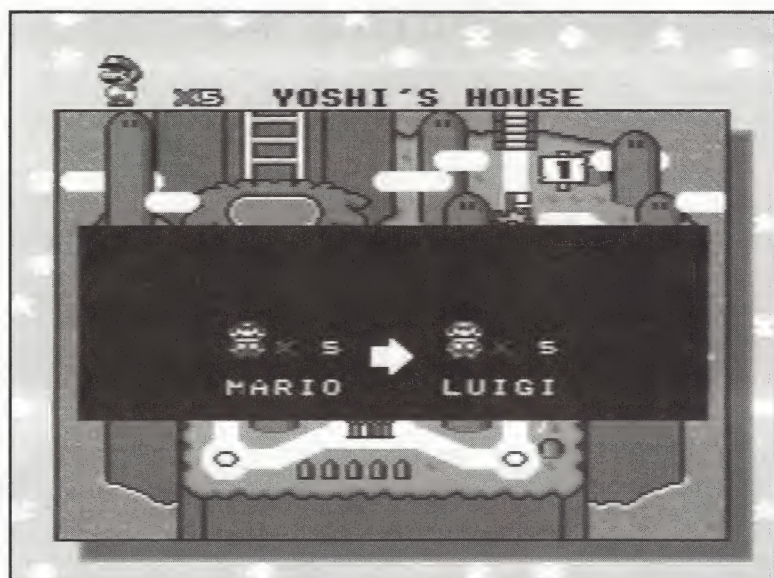
Super Mario World has both one- and two-player games. In the one-player game, you control Mario. In a two-player game, player one controls Mario and player two gets Luigi.



In the one-player game, Mario is on his own venturing through Dinosaur Land. In the two-player game, Mario is joined in his task by Luigi. The two-player game has several differences from the one-player game (naturally).

In a two-player game, Mario and Luigi alternate turns. When one player loses a life, the other player gets his turn. If a player enters a course where the other player reached the Midway Gate, he'll start from the Gate. You can both work on one World at a time, or spread out and explore different worlds.

Super Mario World: The Basics



The coolest feature of the two-player game is the ability to transfer extra lives. On the Map Screen, press the L or R button and a transfer screen will pop up. Now use the controllers to give some of Mario's lives to Luigi, or some of Luigi's lives to Mario.

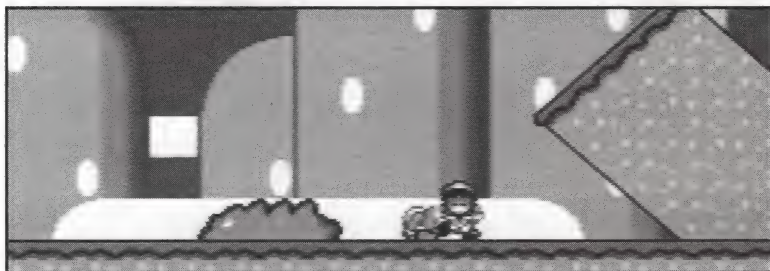
SCORING POINTS

How do you score points? How do you NOT score points? Practically everything you do in Super Mario World scores points, from retrieving a Coin to stomping a Koopa. You don't earn extra lives by scoring big points, and when you finish the game, you won't get to see your final score. The only reason to go for maximum points is to challenge yourself!

LIVES AND HOW TO LOSE THEM

You start a new game with five lives. You lose one life whenever:

- Small Mario touches something deadly (monster, lava pool, etc.).
- Mario plunges off the bottom of the screen.
- Mario wastes time and doesn't get to the Giant Gate before the timer runs out.
- Mario gets pushed off the screen in an auto-scroll area.



Another Mario bites the dust.

If you are a powered-up Mario (Fire Mario, Caped Mario, Super Mario), and you're hit by an enemy, you'll turn into Small Mario.

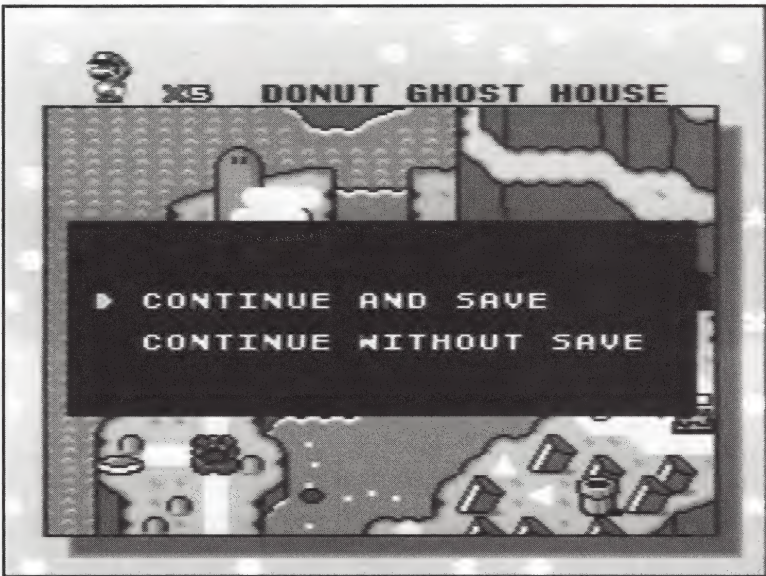
Gaining extra lives is almost as easy as losing them. You'll gain one more Mario whenever:

- Mario collects 100 Coins.
- Mario collects five Dragon Coins in the same World (Dragon Coins also count as regular Coins).
- Mario grabs an Extra Mario Mushroom (the green mushroom).
- Mario defeats many enemies without touching the ground (or when using the Super Star).

Super Mario World: The Basics

Super Mario World makes it almost too easy to collect extra lives, so there's really no excuse for seeing the words GAME OVER on the screen. In fact, you should gain lives as you play through the game, possibly even increasing to 99 lives, the maximum number you can have.

SAVING THE GAME



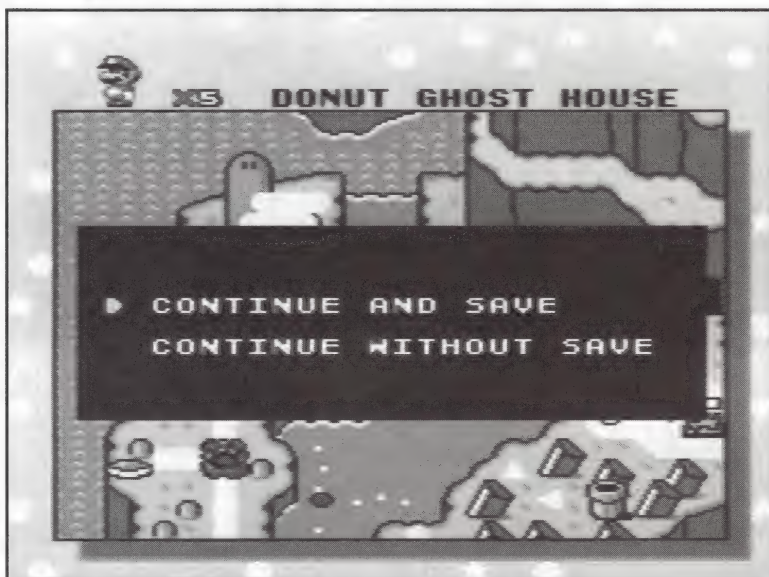
When you first start a game, you'll have to pick one of the three Save Slots to save your game to. Once this is done, you'll be taken to the Map Screen.

Whenever you play through a Castle, Fortress, or Ghost House, a menu will appear on the screen, with two choices: Continue and Save, or Continue Without Save. If you Continue and Save, all of the Worlds you've uncovered and all of the goals you've discovered will be saved in the Save Slot you selected at the Title Screen.

Super Mario World Secrets

If you Continue Without Save, the Save Slot will remain as it was since the last time you saved. If you turn off the SNES at this point, none of the Worlds and goals you earned will remain. You'll have to find them all over again.

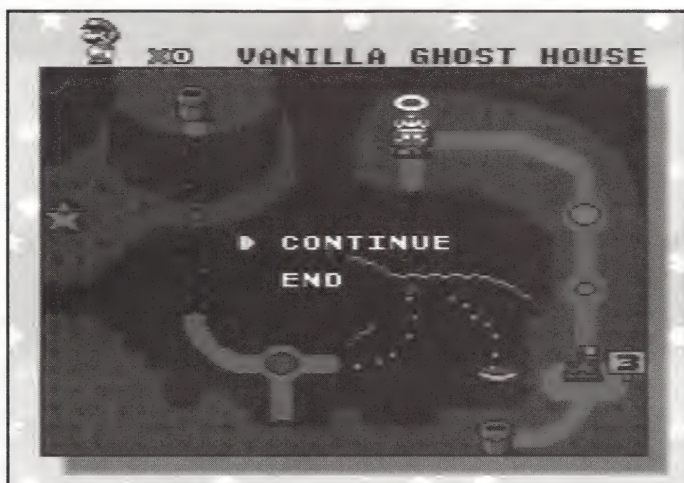
The only reason to Continue Without Save is if you intentionally want to avoid saving a game with extra Worlds opened up. This would be useful if, for example, you're trying to finish the game with a minimum number of goals discovered. (Why you'd want to do this is beyond us, but it's the only example we could think of!)



If the unthinkable happens and the game is over, you'll be allowed to Continue or End. If you choose Continue, you'll start a new game from the last location where you saved. If you choose End, you'll go back to the Title Screen.

When you've filled all three Save Slots, you can clear one of the slots by choosing Delete Saved Route at the Title Screen. Be VERY careful not to delete a

Super Mario World: The Basics



slot you want to save, because once it's cleared, it's cleared forever.

The numbers displayed in the Save Slots show the number of goals discovered in each of the saved games. The highest possible number of goals is 96. When you find the 96th goal and save the game, the game will put a star next to the number 96 to show your mastery of the game!





MARIO CONTROLS

Most buttons and controls on the Super NES Control Pad serve several functions. Refer to the following sections to see what each one does.

Direction Pad

- Move Mario or Luigi around the Worlds.
- After pressing Start, use the Pad to scroll the map view.

Super Mario World: The Basics



Scrolling the map.

- Move the cursor on any Selection Screen.
- Once you've started a World, use the Pad to move Mario.

Start

- Start the game.
- Pause the game.
- Enter a selection on any Selection Screen.

Select

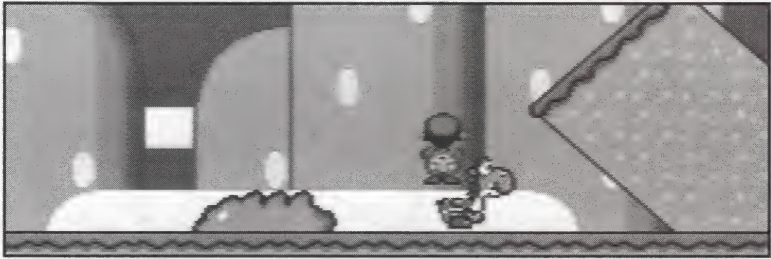
- Change the selection on the Selection Screen.
- Drop a Reserve Item from the Reserve Box at the top of the screen.

L and R Buttons

- Scroll the screen left or right. You can only scroll the screen a very short distance left or right. The L and R Buttons don't work in all Worlds.

A Button

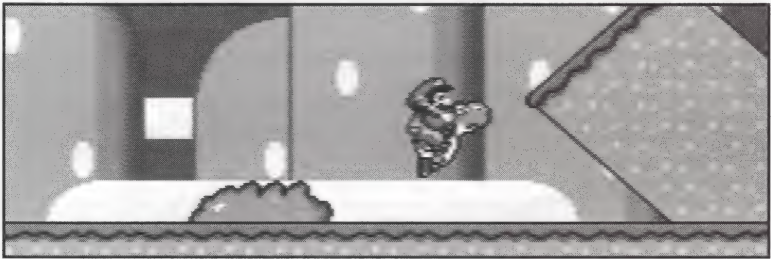
- Use the Spin Jump.



Dismount!

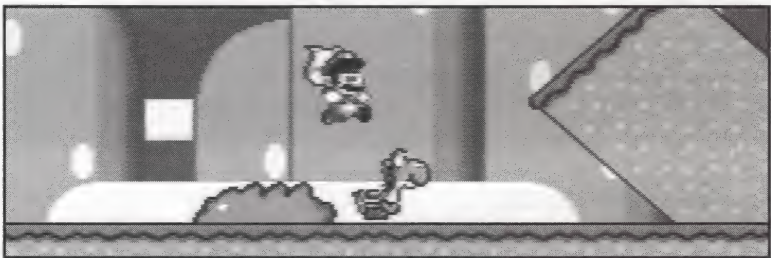
- Jump off Yoshi's back (when Mario is riding Yoshi).

B Button



Jump!

- Jump. Both Mario and Yoshi jump when Mario's rising Yoshi.



Float!

- Float down slowly (when you're Caped Mario).

Super Mario World: The Basics



Swim!

- Swim.

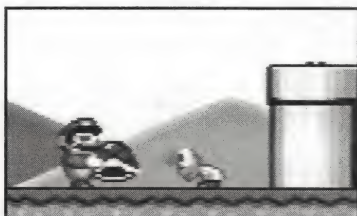


Yoshi's Wings!

- Enter a selection on any Selection Screen.
- Make Yoshi fly. You have to press the button rapidly to achieve air, and Yoshi has to have the ability to fly.

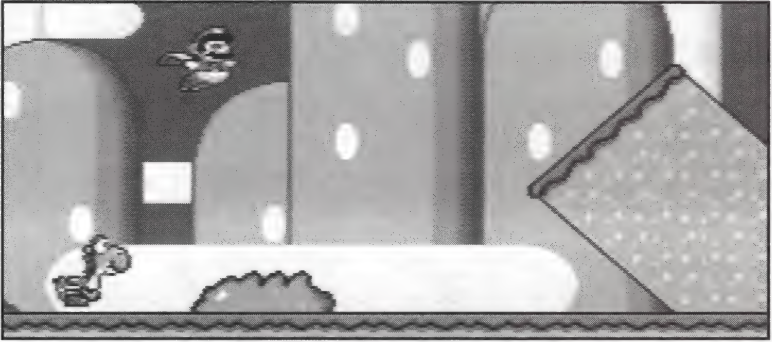
X Button

- Accelerate. By holding this down and moving left or right, you'll eventually start to run. Accelerated jumps are higher and farther than normal jumps.
- Hold an object. You must hold the button down; once you let go, the object will go flying away.



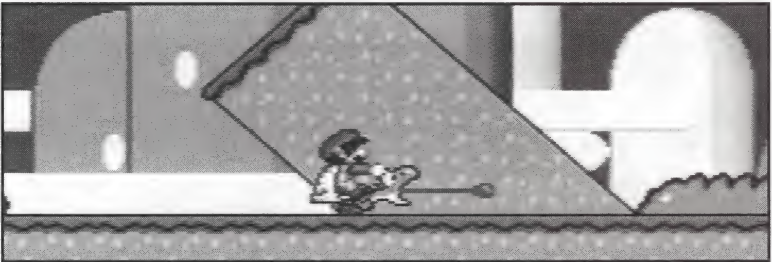
Super Mario World Secrets

- If you're climbing a wire fence (which will only be in a Castle), press the button to punch Koopas on the other side.



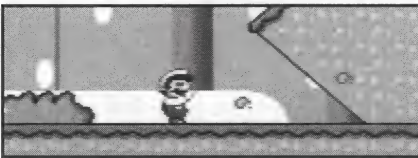
Use the Cape to fly.

- If you're Caped Mario, and you're running, press the button to fly.



The Tongue!

- If you're riding Yoshi, press the button and Yoshi will stick out his tongue to eat an enemy! Yoshi will spit out an unwanted enemy when you release the button.
- Cancel a selection on the Selection Screen.



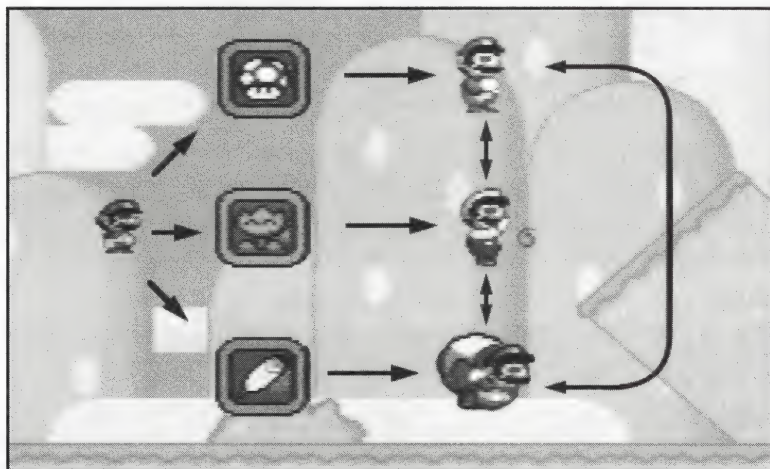
- Throw fireballs (as Fire Mario).

Y Button

- All the same functions as the X Button.

POWER-UPS

Check out this chart to see how the different items will turn you into the different Marios.



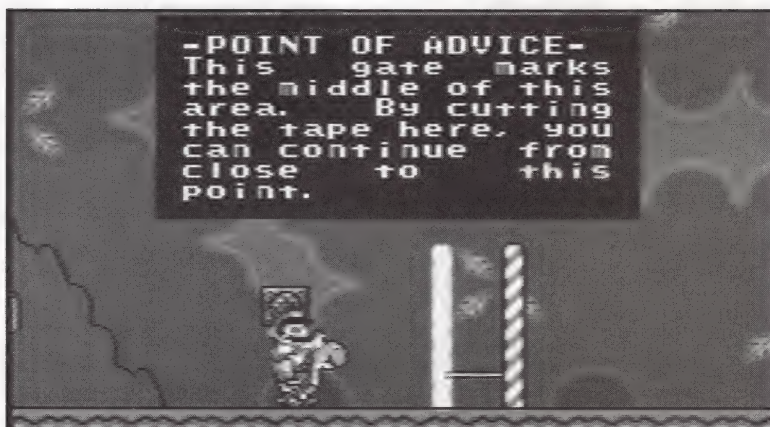
Whenever Mario touches one of the Power-Ups, his abilities change. Also, Mario can store one extra Power-Up in the container at the top of the screen.

GATES

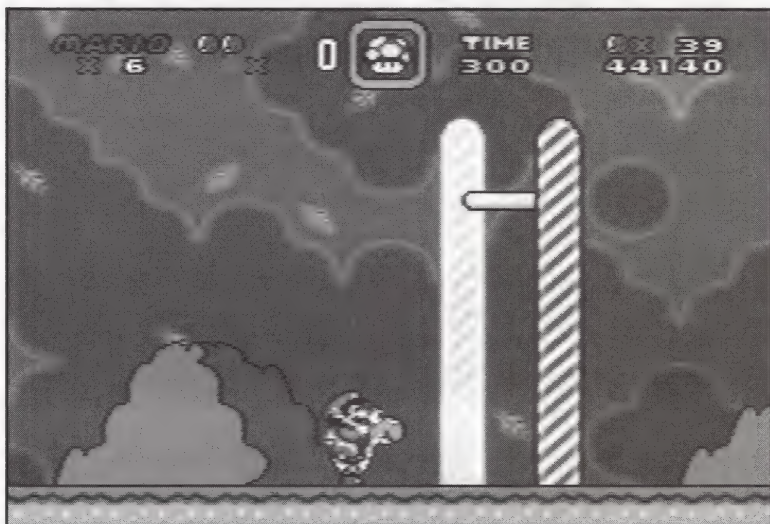
There are two types of Gates: Midway Gates and Giant Gates.

Midway Gates can be found in the middle of many (but not all) Worlds. Break the tape of the Midway Gate, and if you lose a life, you'll be able to restart the World at a position just behind the Midway Gate. There's an additional benefit to the Midway Gate; if you're Small Mario when you touch the Gate, you'll become Super Mario!

Super Mario World Secrets



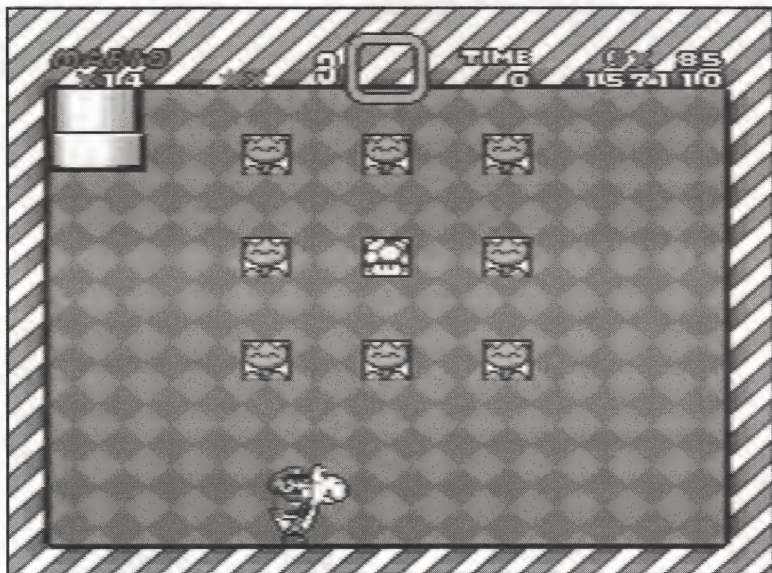
Giant Gates are found at the end of most Worlds (there are very few Worlds that don't have them). Jump into the Gate so that you break the moving tape. The higher the tape is when you break it, the more Gold Stars you'll earn.



When you earn 100 Gold Stars, you'll get to play a **Bonus Game** to earn extra lives. Hit the rotating item blocks from below to freeze them. You'll gain Extra

Super Mario World: The Basics

Mario Mushrooms for every row or column of three similar pictures in a row. (The Bonus Game is very much like tic-tac-toe.)



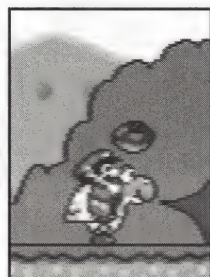
You can win up to eight 1-Ups in the Bonus Game. In this game, Mario won only four 1-Ups.

SPECIAL ITEMS AND BLOCKS

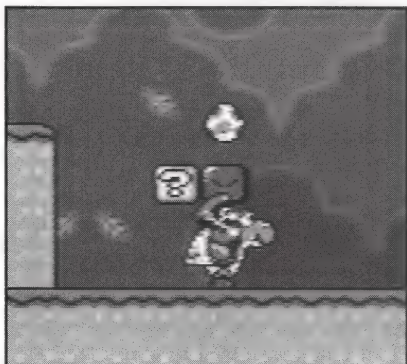
Here's an alphabetical listing of the major special items and blocks to be found in Super Mario World.

Apple

There are three kinds of apples: Red, Pink, and Green. If Yoshi eats enough Red Apples, you'll gain an extra life. If Yoshi eats two Pink Apples, you'll get the opportunity to earn 1,000 points and an Extra Mario Mushroom. Each Green Apple adds 20 seconds to the timer.



Egg

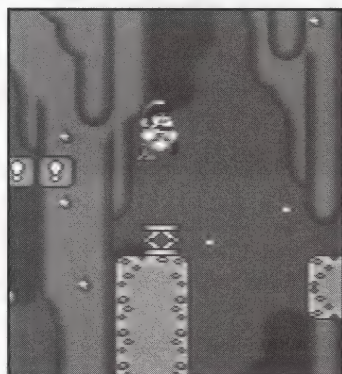


If you don't have Yoshi with you, the Egg will hold either a fully grown Yoshi or a baby Yoshi. When you find a baby Yoshi, pick it up and feed it five items (preferably enemies) and it will grow into a full-sized Yoshi.

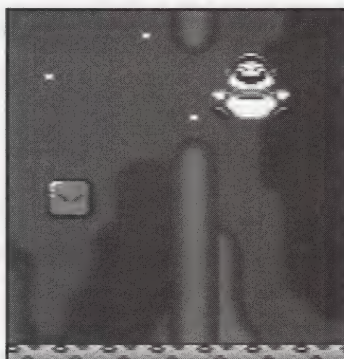
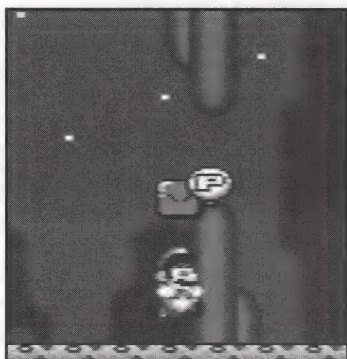
When you're riding a Yoshi, the Egg will hatch into an Extra Mario Mushroom. Grab it!

Jumping Board

Boing! Use the Boards to achieve extra-high jumps.



Power Balloon

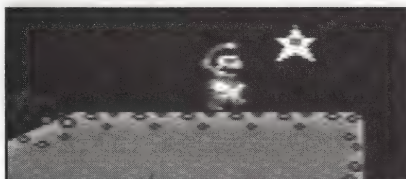


Touch this balloon to pump Mario up—literally! You'll be able to float through the air for a limited time.

Super Mario World: The Basics

Super Star

Makes Mario invincible for a limited time.



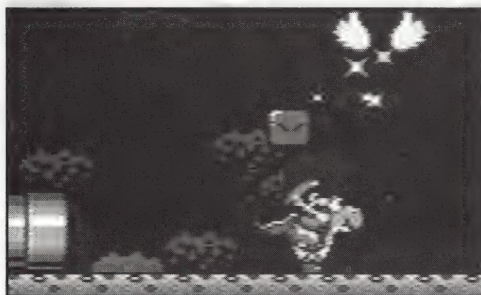
3-Up Moon



This special moon gives Mario three extra lives!

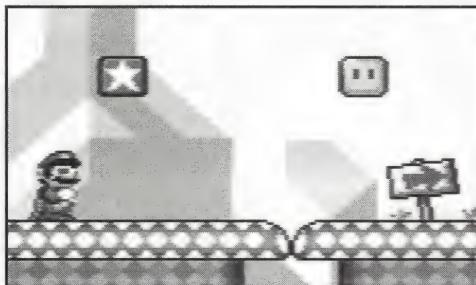
Yoshi's Wings

When these come out of a Prize Block, touch them (when you are riding Yoshi) to warp into an area with Coins.



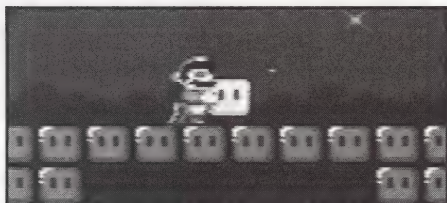
Bonus Block

If you've found 30 Coins in one World, and you hit the Bonus Block, you'll get an Extra Mario Mushroom.



Grab Block

You can hold these blue blocks and throw them. They'll disappear soon after being picked up, so throw them quickly!

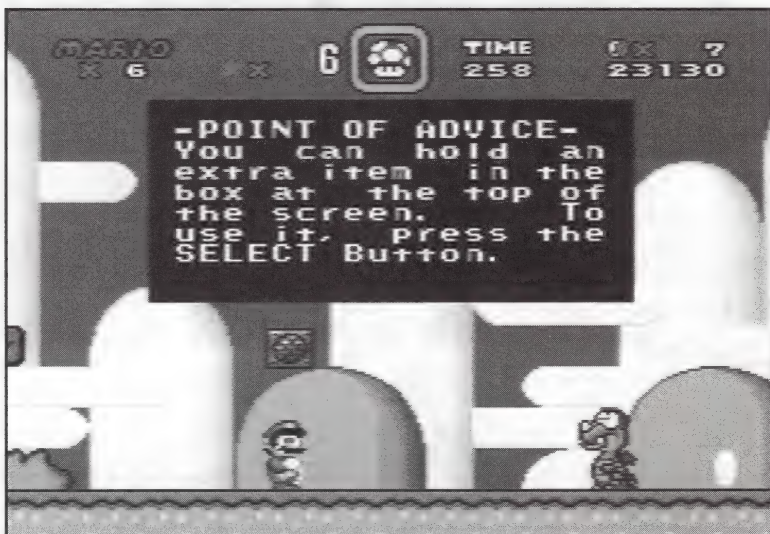


Jump Block

These bouncy blocks, marked with musical notes, sometimes contain special items.

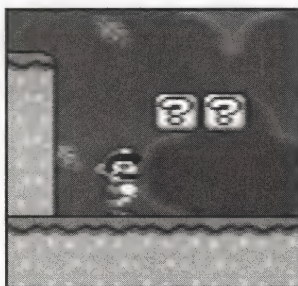
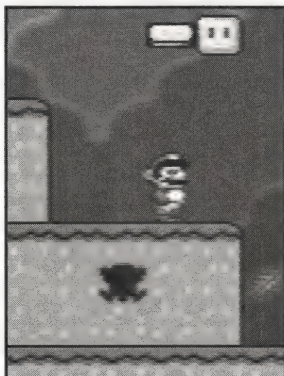
Message Block

Hit these blocks to get Points of Advice (basic playing tips). The advice just recaps the manual, so you won't learn anything new.



Prize Block

Hit the Prize Blocks for items, Coins, and just about anything you can imagine.

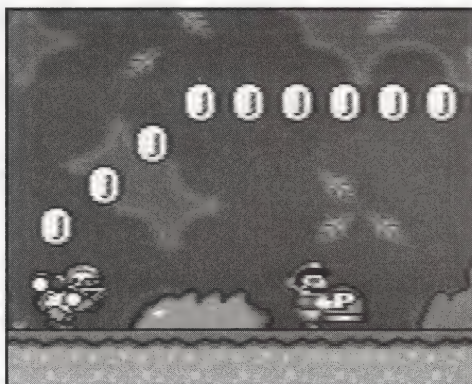


Rotating Block

When you hit these blocks, they'll rotate for a limited time. You can't stand on them when they're rotating, but you can jump through them.

Switch Block

Otherwise known as the Pow, the Switch Block turns some objects into Coins (and some Coins into objects) for a limited time. You can pick up the Switch Block and carry it if you so desire.



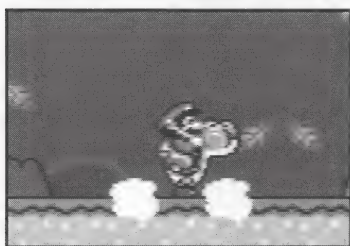
YOSHIS AND COLORED YOSHIS

Jump onto Yoshi's back and you'll mount him. Now move around as usual. When you're Caped Mario, you can jump high into the air while riding Yoshi, but you can't fly. You can float down slowly by holding down the B button.

Super Mario World Secrets

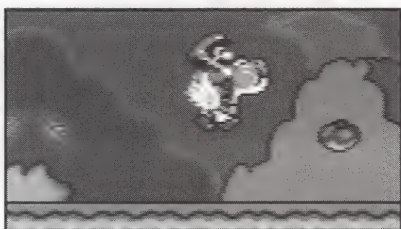
When Yoshi eats Koopa shells (or Koopas), and holds them in his mouth, he'll get extra abilities.

- A red shell gives Yoshi a serious case of indigestion. Release the Y button to spit three fireballs!

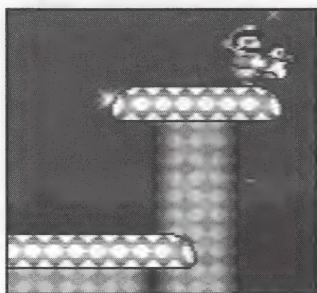


- A yellow shell makes Yoshi heavy. When Yoshi jumps and lands, he'll kick up a sand cloud. Any enemy hit by the sand cloud will be defeated.

- A blue shell lets Yoshi fly! Press the B button rapidly to take off into the sky.



If Yoshi has a shell in his mouth for a while, he'll swallow it (and lose whatever powers he had).



Feed baby Yoshis...

If you're hit by an enemy while riding Yoshi, you won't get hurt, but you'll get knocked off Yoshi and he'll start to run away. Catch up to him before he runs off a cliff or into a pit!

Sometimes, you'll find baby Yoshis. You've got to feed them five items (enemies

Super Mario World: The Basics



...they'll eat just about anything!

or Coins) before they turn into big Yoshis. These Yoshis have different powers than the normal green Yoshi.

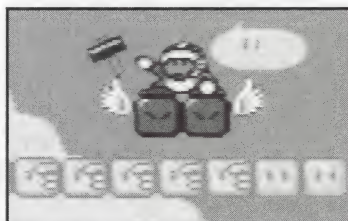
- Red Yoshi spits fireballs, no matter what color shell is in his mouth. (Actually, in our experience, Red Yoshi can eat blue shells and fly, regardless of what the manual says. Try it and see!)
- Blue Yoshi can fly, no matter what color shell is in his mouth.
- Yellow Yoshi stomps sand clouds, no matter what color shell is in his mouth.

BOWSER'S ARMY

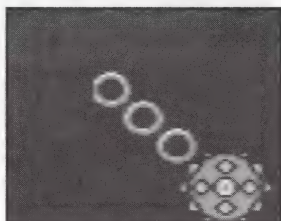
The Super Mario World manual touches upon some of the most common enemies, but it doesn't even come close to mentioning them all. Here's a comprehensive guide to the creatures in Super Mario World, along with some advice on how to destroy them!

Amazing Flyin' Hammer Brother

Jump up and strike the Amazing Bro from below to knock him off the flying platform. Now you can jump onto the platform yourself (although you can't control it).



Ball'N'Chain



The secret to the Ball'N'Chain is to take advantage of its weakness.

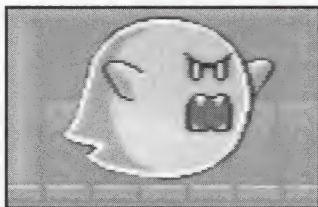
If you stand at the base of the Ball'N'Chain, the Ball can't hit you! This tactic comes in especially handy when passing a Ball'N'Chain underwater.

Banzai Bill

Jump on top of this massive cannon shell to knock it out of the air, or duck underneath it.



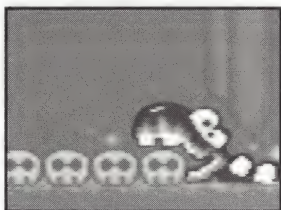
Big Boo



A massive ghost! Like the single Boo Buddies, he'll chase you when you're not looking at him. Turn to face him and he'll cover his eyes!

Super Mario World: The Basics

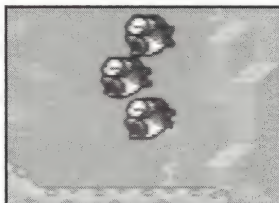
Blargg



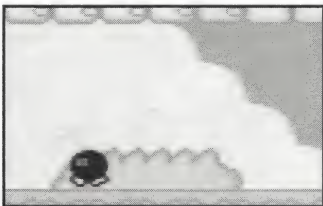
No, this creature isn't sick, that's his name—Blargg! Blarggs live in lava pools and jump out at you after peeking out of the fiery depths.

Blurp

Small-fry fish. Blurps can leap out of the water, but all you have to do is hit them from above.



Bom-Omb



When Bom-Omb stops moving, you should start moving before it explodes! The explosion will hurt you if it touches you.

Bony Beetle

These insects alternate between crawling and forming a spiky obstacle. Use the Cape to knock them away.



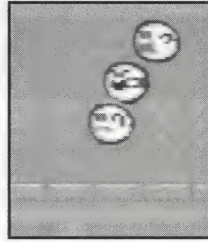
Super Mario World Secrets

Boo Buddies

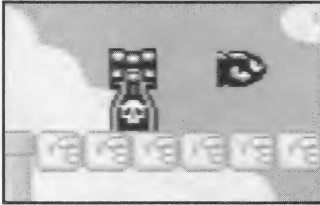
The small ghosts you find in Ghost Houses. Sometimes they fly around by themselves, other times they fly in a ring formation.

The single Boo Buddies will fly directly at you if you have your back turned to them. If you face them, they'll stop.

Interesting fact to keep in mind...



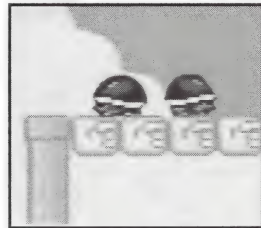
Bullet Bill



A small cannon shell that flies quickly across the screen. Hit it from above, but don't let it hit you.

Buzzy Beetle

Koopa-ish underground creatures. If you hit them with a regular jump, you can pick them up and throw them, but they'll eventually come back out of their shell. If you're holding a Beetle when he does this, you'll be damaged or killed (depending on your status at the time).



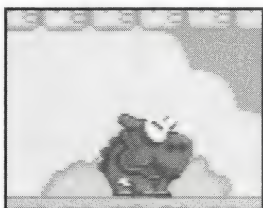
Chargin' Chuck



This guy is suited up for a rough, tough game of football! He'll kick footballs at you and try to tackle you! Jump off Chuck's head three times to defeat him.

Super Mario World: The Basics

Dino-Rhino



A large version of the Dino-Torch. When you hit the Dino-Rhino with a regular jump, he becomes Dino-Torch. When you hit him with a spinning jump, you destroy him. You can't eat Dino-Rhino with Yoshi.

Dino-Torch

These little dinosaurs exhale huge goutts of flame! Dodge the flames and jump on them or devour them with Yoshi. (By the way, the manual says Mini-Rhino, but the reward sequence at the end of the game says Dino-Torch. We've used Dino-Torch.)



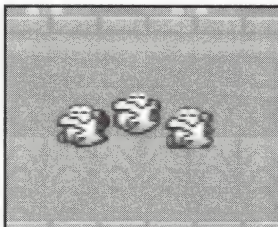
Dry Bones



These Koopa skeletons throw their own bones at you! You can crush them with a jump, but they'll recover after a few moments. Spin with the Cape to knock them away permanently.

Eeries

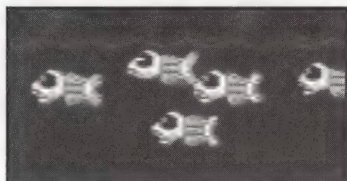
These ghosts fly in weird formations, but they don't chase you like the Boo Buddies.



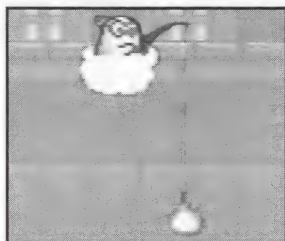
Super Mario World Secrets

Fishbone

A skeletal fish that you'll see in a couple of Worlds. It doesn't swim fast, and isn't much of a threat.



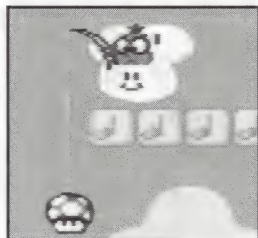
Fishin' Boo



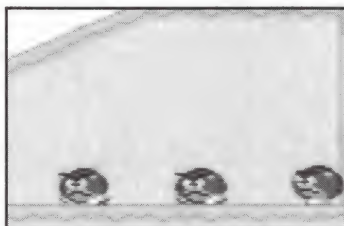
This cloud-borne Boo is fishing for your life! Watch out for the blue flame at the end of the line.

Fishin' Lakitu

This Lakitu dangles an item down at you. When you take the item, he'll turn into a regular Lakitu. Avoid taking the item and the Fishin' Lakitu will be harmless, since he won't spit Spinys at you.



Goomba



A strange creature that basically just waddles around. One of the most benign enemies in the game.

Super Mario World: The Basics

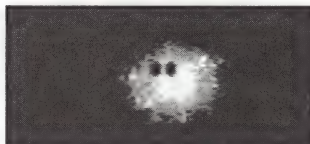
Grinder



*A deadly, razor-sharp wheel!
You can't destroy it, so avoid it!*

Hothead

*A huge spark that circles stone
ledges and blocks.*



Jumping Pirhana Plant



*This enemy populates many of the
pipes in Dinosaur Land. You can't
destroy them with a spinning
jump, but you can destroy them
by spinning the Cape, by eating
them with Yoshi, or by hitting
them with Koopa shells.*

Koopas

*Totally common turtles. Some of them
fly, others walk, still others throw their
shells. They're all dangerous, but useful,
since you can pick up their shells and
throw them at your enemies.*

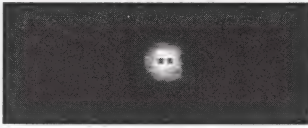


Lakitu

*You'll remember this guy from the first Super
Mario Bros.! He flies inside a cloud, spitting
Spinys down at you. If you knock him out of
the cloud, you can take a ride in it yourself!
When you destroy a Lakitu, another one will
soon arrive to take his place.*



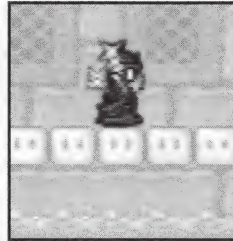
Li'l Sparky



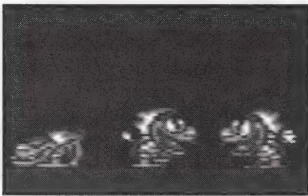
A miniature version of Hothead. He moves faster than Hothead.

Magikoopa

One of the toughest enemies in the game. He shoots beams of light from his wand that transform blocks into Koopas. (If the beam hits you, you're dead.) Magikoopa also disappears and reappears in random locations on the screen. Hit him from above to eliminate him for a few moments.



Mechakoopas



Mechanical Koopas. Hit one with a regular jump and you'll disable it for a short time. Pick it up and throw it around! The Mechakoopas are your weapons in the final battle against Bowser.

Mega Mole

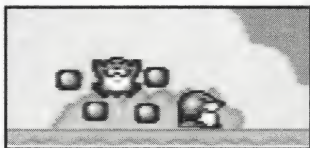


A massive version of Monty Mole that you'll only find underground. Use the Cape spin to knock the Mole out. You can also stand on Mega Mole's head and let him walk around.

Super Mario World: The Basics

Monty Mole

This little underground dweller pops out of the ground and leaps to attack you.



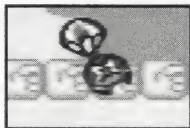
Para-Bomb



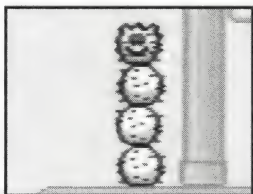
Death from above! When they land on the ground, they'll turn into Bom-Ombs.

Para-Goomba

When they land, they turn into Goombas.



Pokey



This cactus is practically invincible unless you've got Yoshi, in which case you can scarf him up!

Porcu-Puffer

These speedy swimmers have backs lined with poisonous spikes. If you see one in the water, you'd better stay clear!



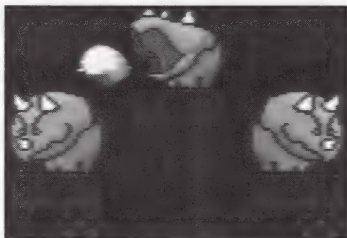
Super Mario World Secrets

Rex



If you use the spinning jump, you'll destroy Rex instantly. Use the regular jump to hit Rex twice and score more points.

Reznor



This group of four rhinos is the final boss of all the Fortresses. It's pretty simple to beat, and here's how to do it.

- *First, move up to Reznor and hit two or three of the heads from below.*
- *As the floor starts to disappear, jump onto one of the empty ledges.*
- *When your ledge rotates below one of the rhinos, jump up to hit it.*
- *Knock away the fourth rhino and you've defeated Reznor!*

Rip Van Fish



These fishies snooze away until you get close to them. Then they wake up and swim at you with alarming speed! Knock 'em away with the Cape, or destroy them with fireballs.

Super Mario World: The Basics

Spike Top



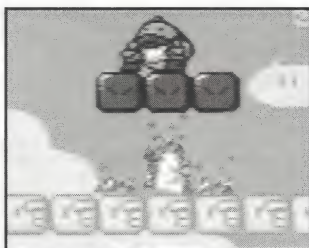
Possible relative of Spiny that lives only in underground Worlds. Spike Tops can be eaten by Yoshi, just like Spinys.

Spiny

A sharp little guy who'll gladly give you a "point" of advice. They aren't hurt with spinning jumps, but Yoshi can eat them.



Sumo Brother



This guy is very strong! When he stomps, a huge lightning bolt comes out of his foot and strikes the ground, creating a huge firestorm! Defeat the Sumo Brother by hitting the block he's standing on.

Super Koopa

Some of these flying creatures drop Feathers when you hit them with a regular jump. Look for the ones with the shimmering red capes.



Super Mario World Secrets

Swoopers



Bats that live at the top of underground Worlds. When you pass underneath them, they'll swoop down at you. Use a jump to knock them out of the air.

Thwimp

A small version of the Thwomp, the Thwimp doesn't drop at you like the Thwomp; instead, it hops around on the ground!



Thwomp



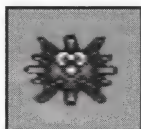
A huge stone ghost. Whenever you get close to it, it will fall to the ground, trying to crush you. Move past it as it rises back up before it's ready to fall down again!

Torpedo Ted



These torpedoes are like underwater Bullet Bills. They're long and quick (although not even close to the speed of the Rip Van Fish or Porcu-Puffers).

Urchin



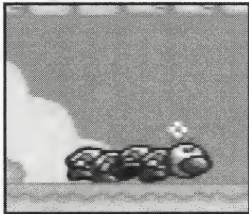
Spiny bulbous dudes with bad attitudes. The only way to get rid of them is by hitting them with Grab Blocks (it's the only way we've discovered, anyway).

Volcano Lotus

This flower spits out four flying fireballs. Use the Cape to spin and destroy, or use Yoshi to munch the Lotus.



Wiggler



This long caterpillar is peaceful and friendly until you hit it from above. When you do this, Wiggler will turn red and start running around in a rage. Don't make Wiggler angry—or, better yet, eat Wiggler with Yoshi.

A HELPFUL GUIDE TO THE BOSSES

Iggy Koopa

Iggy's Castle is on Yoshi Island. Jump into the air and knock Iggy into the lava!



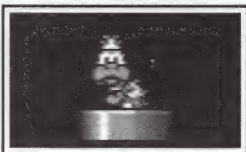
Larry Koopa



Larry's Castle is within the Valley of Bowser. Like Iggy, you have to roast him by knocking him into the fiery lava.

Super Mario World Secrets

Lemmy Koopa



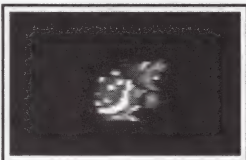
Lemmy's Castle is within the Vanilla Dome. Hit the real Lemmy when he pops out of the pipes!

Ludwig von Koopa

Ludwig's Castle is on Cookie Mountain. Knock him on the head and don't let him make like a trombone and slide into you!



Morton Koopa Jr.



Morton's Castle is on the Donut Plains. Jump onto Morton's head when he's on the ground, but avoid him when he climbs the walls!

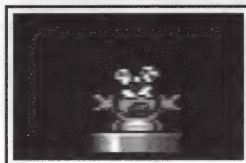
Roy Koopa



Roy's Castle is just outside the Forest of Illusion. Larry attacks a lot like Morton, only this time the walls close in on you!

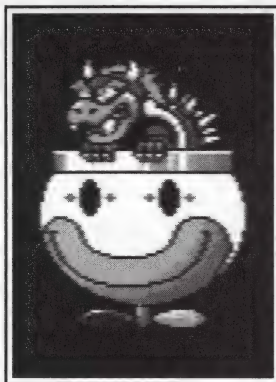
Wendy O. Koopa

Wendy's Castle is on Chocolate Island. She attacks like her brother Lemmy, so don't be fooled by the fake Wendys!



Bowser—King of the Koopa Clan

Bowser is the king of the Koopa Clan! You've got to pull out all the stops to defeat Bowser and rescue Princess Toadstool! And don't think it will be easy!



PLAYING TO WIN

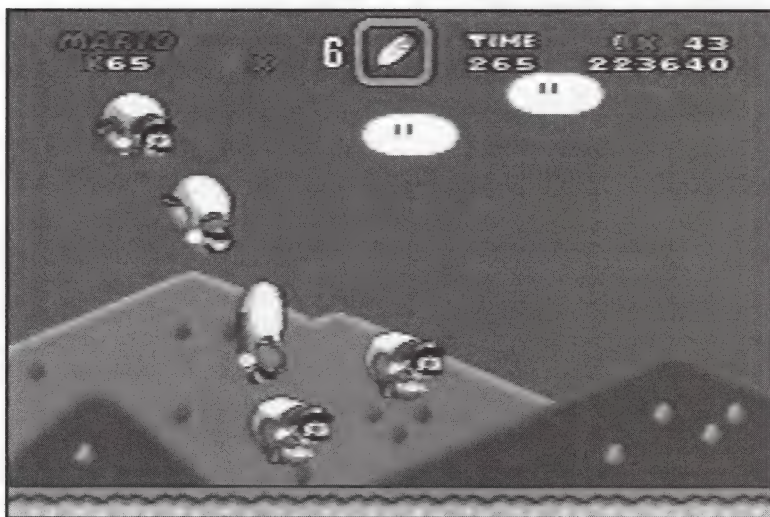
We know that you got this book to find out about all the hot secrets, but we thought we'd give you a few general strategies along with the secret stuff. These strategies worked well for us; we hope they're useful for you, too.

Cape Mastery

There are several techniques you absolutely must know to become an expert with the Cape. When you've got the Cape wired, you should be able to gain altitude and even turn around in mid-air!

The Wave. Learn to go into a power dive, then pull strongly out and soar back into the air. The Wave will keep you at roughly the same altitude, although you'll probably fall a bit lower every time you pull up. Practice The Wave, because you'll need it to reach a few hidden goals.

Super Mario World Secrets



Practice The Wave for aerial expertise.

The Pump. By tilting down just slightly, and then tilting back up, you'll gain a bit of altitude. The longer you keep pumping, the more altitude you'll gain. The Pump is the technique to use in the strategy below (Fly Now, Look Later).

The Turn. Press the X Button in the air to spin around! Sometimes, you'll end up facing the same way, but other times, you'll be going in the opposite direction! You really won't need to use The Turn very much, but it's still a neat trick to show off.

Be Prepared

If you come to a World without any special powers, the odds against you are much higher than if you come with a Cape, Yoshi, or both. It's well worth your time to visit earlier Worlds to collect power-ups before venturing into the tougher Worlds.

There's one World (Top Secret Area) that is the perfect place to power up. Since it's a hidden World,

you'll have to look around to find it. Check out The Secrets if you want to know exactly where to find it.

Fly Now, Look Later

In quite a few Worlds, it's possible to "fly through" with the Cape. All you have to is get a running start at the beginning of the World, then take off to the right and start flying. Keep your altitude and you'll hit the Giant Gate before you know it.

Now, using this technique isn't cheating, but it is taking some of the fun out of the game. Whenever we used the Cape to get through a World quickly, we came back later and explored along the ground. This is a lot more fun than staring at clouds for 30 seconds as you zoom to the right.

If you use the Cape to get quickly through a World, go back later and explore. You'll have more fun (and find some interesting things!).

Part 2
The Walkthrough:
Basic Worlds

Walkthrough Intro

This section of Super Mario World Secrets will take you through all seven worlds in the game. However, this is the first time through. As you will see in the Goal Checklist included at the end of the book, there are many secret worlds. Because we know you want to explore Super Mario World thoroughly before looking there, we have separated the information in the Walkthrough into two parts, and we have included a modified Goal Checklist in the next chapter.

Part 2: The Walkthrough (this part) details what you need to know to complete the basic worlds. It includes a basic checklist of places to visit.

Part 3: The Secrets shows you where all the secret and hidden worlds are and takes you through them.

Part 4: Super Secrets contains some extra special tips for how to master Super Mario World. We put them in a section by themselves because knowing all the secrets might make the game too easy for some players. The complete Goal Checklist is in Part 4 as well.

Part 2 contains the following chapters:

Basic Goal Checklist. Use this chapter to keep track of your explorations and check that you have visited all the main worlds on the path to Bowser.

Super Mario World Secrets

The Walkthrough. A basic guide to the game, taking you on the “plain vanilla” path from World 1 through World 7—all the way to Bowser himself. You won’t find the locations of any hidden goals in this section. Look in *Part 3: The Secrets* for the hidden goals.

We’ve arranged the book this way so that you can explore Super Mario World on your own, using the book only when you need a helping hand. By breaking the book up into different sections, we try to be sure you’ll only read the information you want. If you want to know the general strategies, The Walkthrough will do the job. If you’re struggling to find a hidden goal, The Secrets will take you right to it. And when you think you know all there is to know, The Super Secrets will teach you a few new tricks. Okay, are you ready? Start playing!

CHAPTER 3

Goal Checklist: The Basics

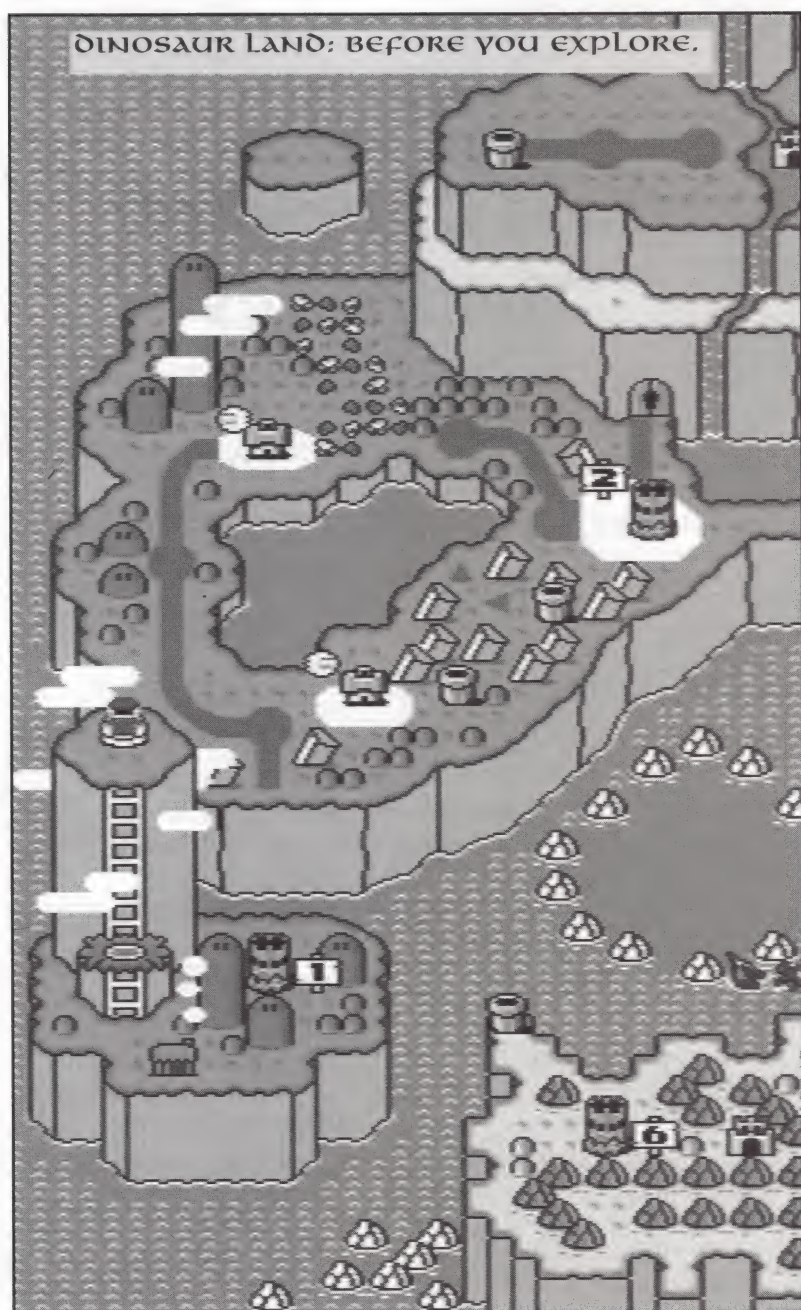
On the following pages you'll find a complete list of the basic worlds in Super Mario World. Use this checklist to identify the worlds and to be sure you visit all of them.

HOW TO USE THIS CHAPTER

As you explore Super Mario World, use this section as a reference to be sure you have reached all the worlds in your quest for Bowser. Think of the Goal Checklist as a roadmap through the world of Mario.

When you read the chapters in *Part 2: The Walkthrough*, you'll see a labelled map at the beginning of each chapter. Refer to this checklist for the names of the worlds on each area map.

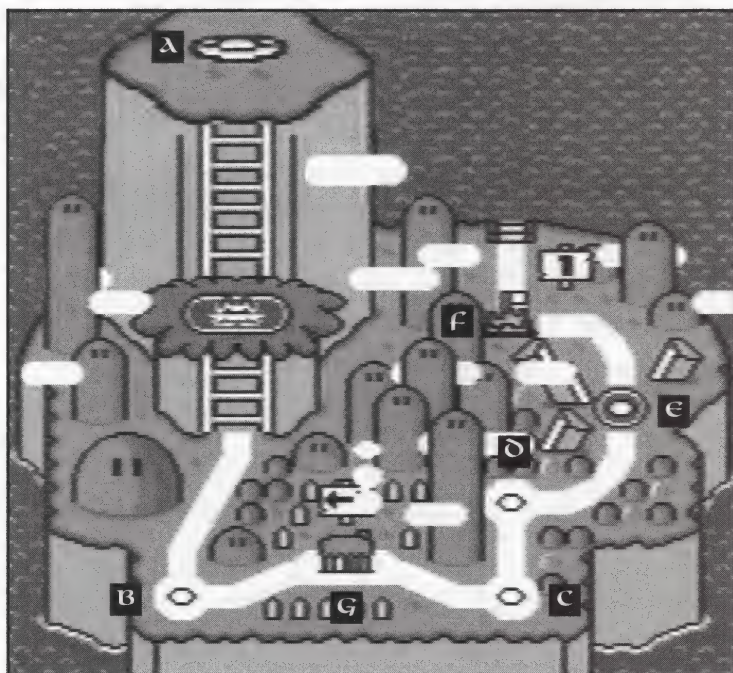
For a complete Goal Checklist, refer to the back of this book. In Part 4: The Super Secrets, we've printed a complete checklist of all 96 goals in Super Mario World as well as a complete map both before and after you complete the game.



The Goal Checklist



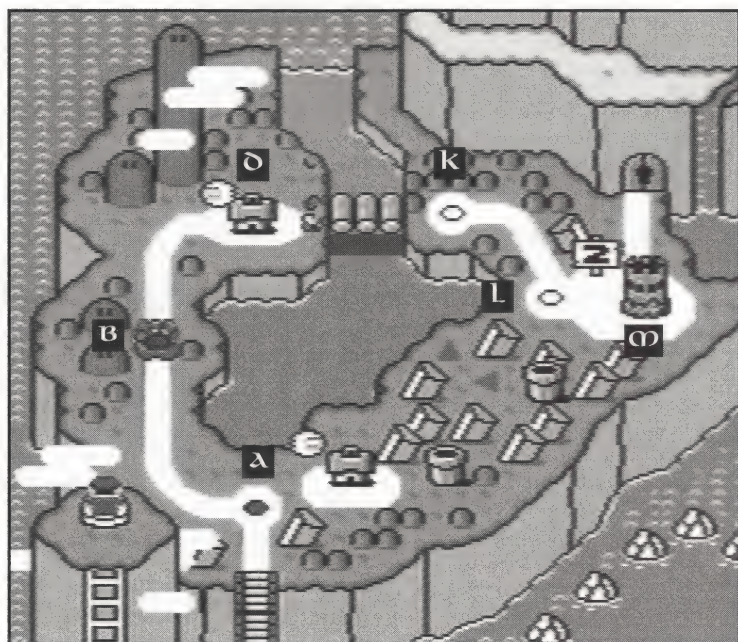
Super Mario World Secrets



YOSHI'S ISLAND

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
a.	yellow switch palace	..	..
b.	yoshi's island 1	..	..
c.	yoshi's island 2	..	..
d.	yoshi's island 3	..	..
e.	yoshi's island 4	..	..
f.	iggys castle	..	..
g.	yoshi's house (NO GOALS)		

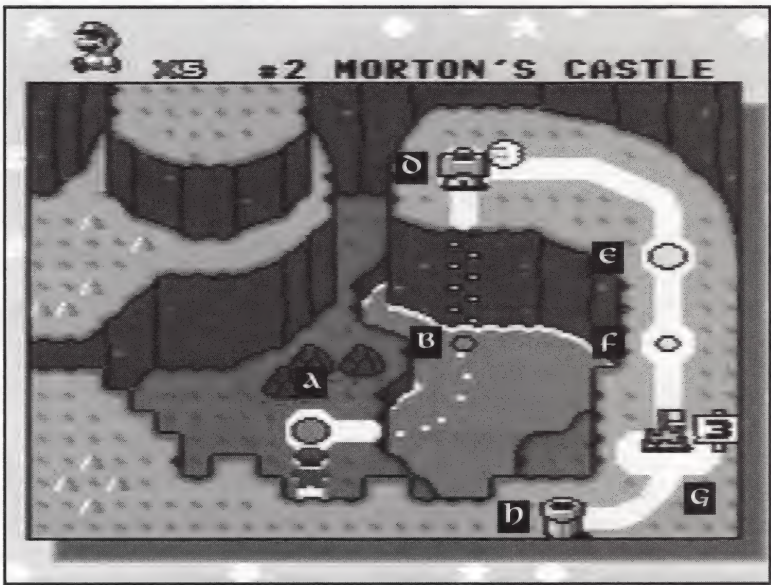
The Goal Checklist



DONUT PLAINS

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
A.	DONUT PLAINS 1	**	**
B.	DONUT PLAINS 2	**	**
D.	DONUT GHOST HOUSE	**	**
K.	DONUT PLAINS 3	**	
L.	DONUT PLAINS 4	**	
M.	MORTON'S CASTLE	**	

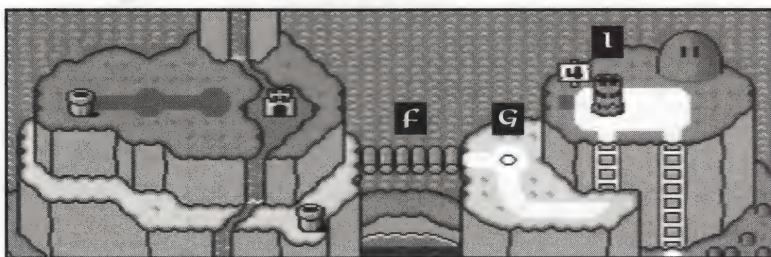
Super Mario World Secrets



vanilla dome

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
a.	vanilla dome 1	..	..
b.	vanilla dome 2	..	..
d.	vanilla ghost house	..	
e.	vanilla dome 3	..	
f.	vanilla dome 4	..	
g.	lemmy's castle	..	
h.	pipe to cheese bridge area (NO GOALS)		

The Goal Checklist



COOKIE MOUNTAIN

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
f.	CHEESE BRIDGE AREA	**	**
G.	COOKIE MOUNTAIN	**	
l.	LUDWIG'S CASTLE	**	

Super Mario World Secrets



FOREST OF ILLUSION

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
a.	FOREST OF ILLUSION 1	**	**
c.	FOREST OF ILLUSION 2	**	**
e.	FOREST OF ILLUSION 3	**	**
J.	ROY'S CASTLE	**	

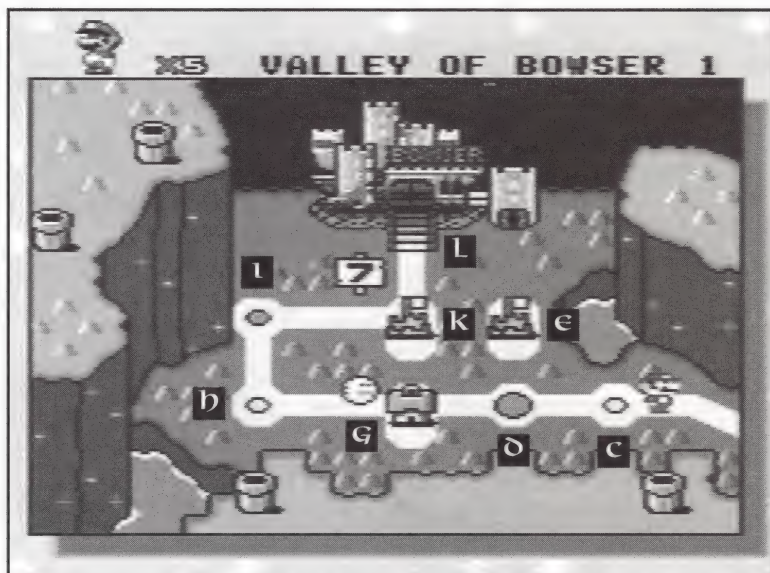
The Goal Checklist



chocolate island

	<u>world</u>	<u>goal 1</u>	<u>goal 2</u>
a.	chocolate island 1	**	
b.	choco-ghost house	**	
c.	chocolate island 2	**	**
d.	chocolate island 3	**	**
e.	pipe to chocolate secret (no goals)		
f.	pipe from chocolate secret (no goals)		
g.	chocolate fortress	**	
h.	chocolate island 4	**	
i.	chocolate island 5	**	
j.	wendy's castle	**	
k.	sunken ghost ship	**	

Super Mario World Secrets

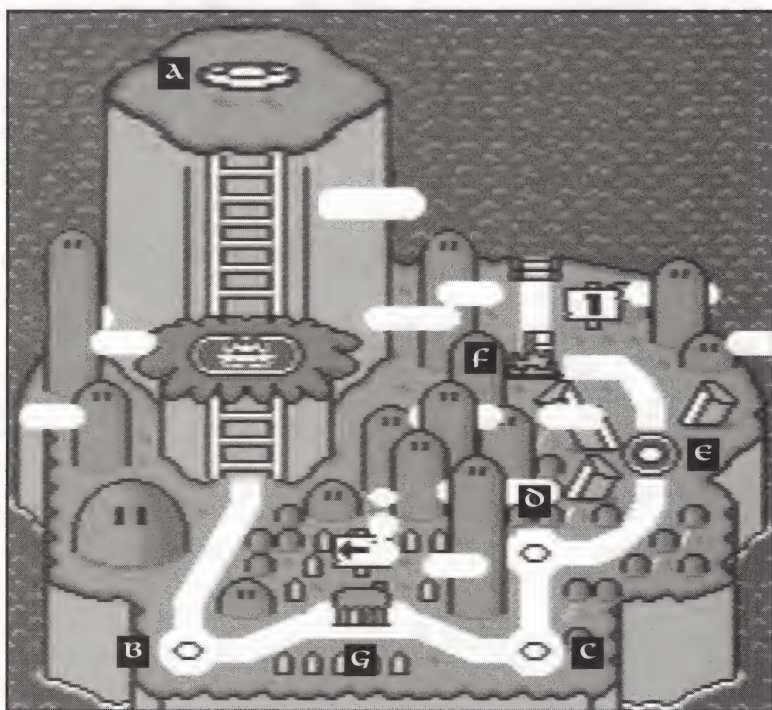


valley of bowser

	<u>world</u>	<u>goal 1</u>	<u>goal 2</u>
c.	valley of bowser 1	..	
d.	valley of bowser 2	..	..
e.	valley fortress	..	
g.	valley ghost house	..	..
h.	valley of bowser 3	..	
l.	valley of bowser 4	..	..
k.	larry's castle	..	
L.	front door (no goals)		

CHAPTER 4

World 1: Yoshi's Island

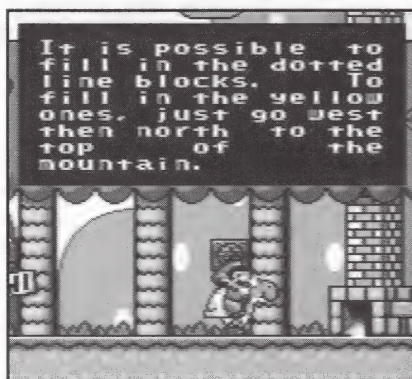


Composite image of Yoshi's Island.

The first World of the game is also the easiest. You'll find lots of Message Blocks explaining the things you're seeing and doing. The enemies are few and far between. There aren't even any hidden Worlds to find!

YOSHI'S HOUSE

Major Enemies: None!



Come here and hit the Message Block to read a note from Yoshi. You'll be able to find Yoshi later on in the game. Come back to the House while you're riding Yoshi and hit the block. Instead of Yoshi's note, you'll get a hint about the dotted line blocks.

YOSHI'S ISLAND 1

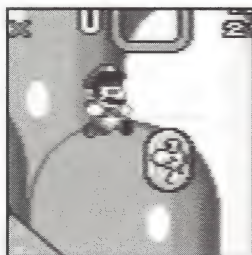
Major Enemies: Banzai Bill, Rex

This should be the first World you play through. Go through it several times to get a feel for the controls (and to build up some extra lives).

World 1: Yoshi's Island

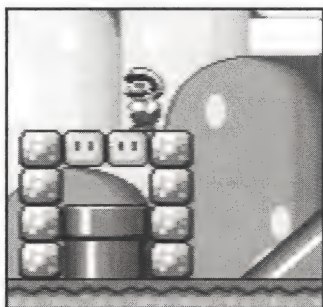
Dragon Coins

In this world (as in practically every World), there are five Dragon Coins to collect. If you get them all, you'll earn a 1-Up. However, as you'll find out, Dragon Coins are probably the least efficient way to earn extra lives. Later Worlds will have much better ways to rack up many more lives.

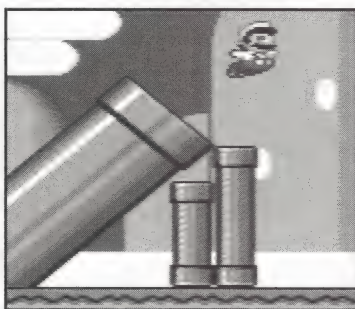
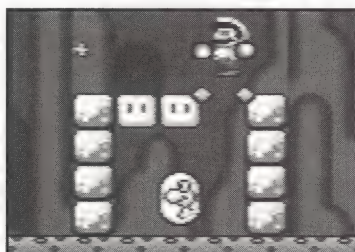


Once you get all five Dragon Coins in a World, they'll disappear. If you go through the World again, you won't find any more Dragon Coins.

Cannon Pipe

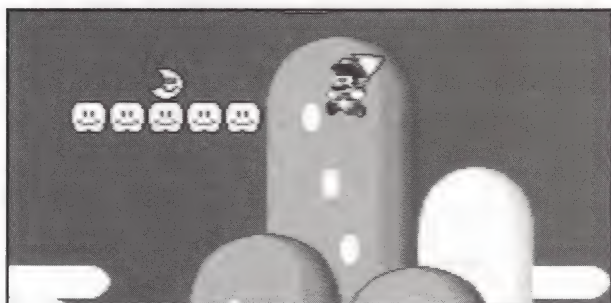


If you're powered up, smash through the Rotating Block and enter the blue pipe. Collect the coins and the Dragon Coin, then leave the hidden chamber. You'll be launched from the green pipe!



3-Up in the Skies

Bring the Cape to this world and fly into the air above the long cloud ledge. You'll find a small cloud ledge with a 3-Up Moon!



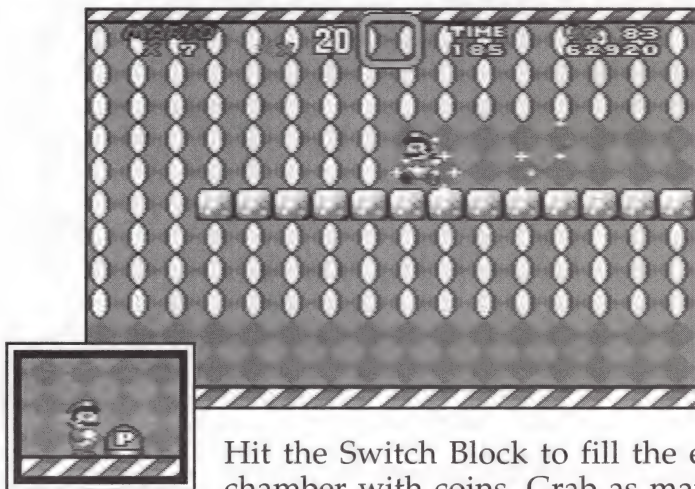
Fly me to the Moon!

YELLOW SWITCH PALACE

Major Enemies: None!

This is the only Palace that isn't hidden, and you should come here as soon as possible. It will make the later Worlds much easier.

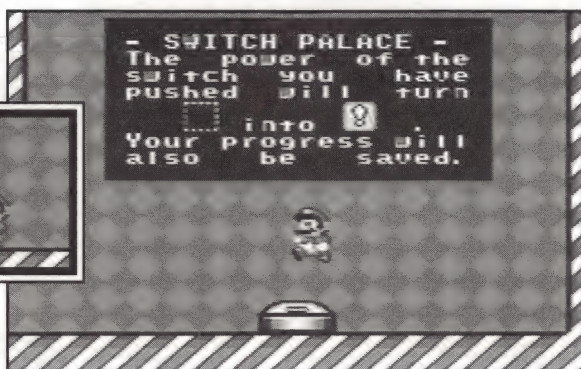
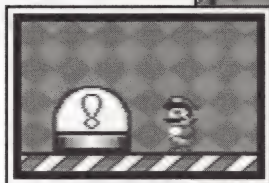
Switch On the Coins



Hit the Switch Block to fill the entire chamber with coins. Grab as many as you can before the effects of the Switch Block wear off. Then go through the pipe.

World 1: Yoshi's Island

Trip the Switch



Run to the right and

jump onto the huge yellow Switch Block. Now all of the yellow dotted line blocks will become yellow Exclamation Blocks. You'll return to the Map Screen and be treated to a massive block explosion!

YOSHI'S ISLAND 2

Major Enemies: Koopa, Monty Mole

Your first jungle World. You'll find Yoshi soon into the World; get through the World with him and you'll be able to take him to other Worlds.

Koopa 1-Up

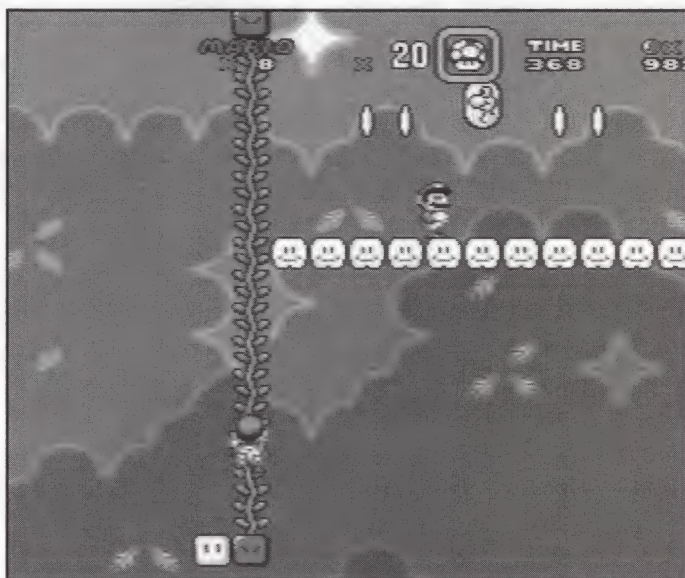


Pick up the Koopa shell and throw it along the ledge covered with Koopas.



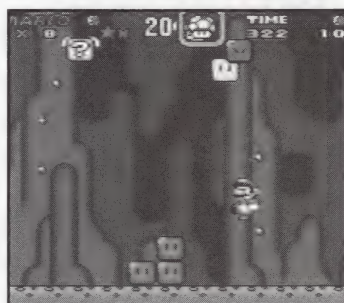
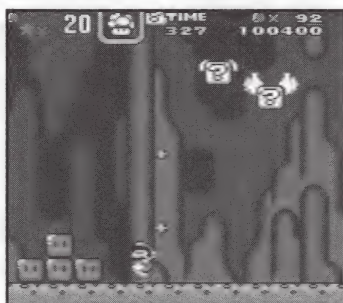
Run to the right to follow the shell and you'll earn a 1-Up when the last Koopa is hit by the shell!

Climb the Vine



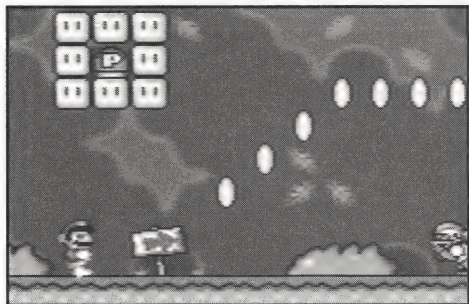
Look for a group of two Rotating Blocks. Hit the block on the right to reveal a vine that leads upward to a Dragon Coin and some regular coins.

Throw the Grab Blocks



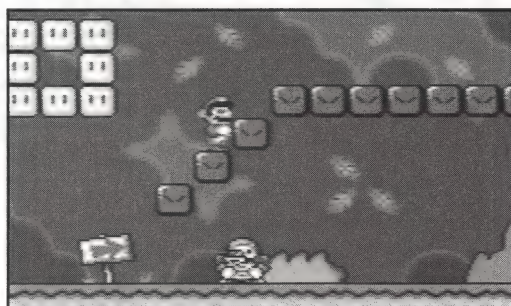
Look for the underground chamber with flying Prize Blocks. Throw the Grab Blocks upward to strike the Prize Blocks and earn the goodies inside. One of the blocks holds an Extra Mario Mushroom.

Stairs to the Gate



Use the Switch Block to create a solid stairway above Chargin' Chuck, or collect the coins and take your chances. It's faster to use the

stairs, and you'll be able to snap the tape of the Giant Gate at a higher point.



YOSHI'S ISLAND 3

Major Enemies: Koopa

This World is a test of your jumping abilities. If you went to the Yellow Switch Palace, you'll breeze through here; if you didn't, expect to lose a life or two making the tricky jumps.



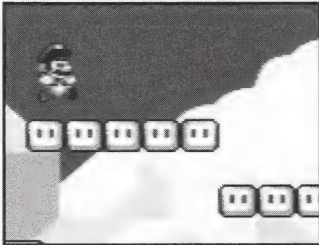
Get the Yellow Switch

If you went to the Yellow Switch Palace via Yoshi's Island 1 and hit the switch, there will be lots of

Super Mario World Secrets

ledges and blocks in this World (formed from yellow Exclamation Blocks) for you to land on and gather items from. If you didn't hit the Yellow Switch, go hit it now!

Transforming Ledges



long ledge (or the top of the tall ledge). When the ledge transforms, you'll be standing on the single block.

The Rotating Block ledges transform between long (or tall) ledges and single blocks. To be safe, jump onto the middle block of the



YOSHI'S ISLAND 4

Major Enemies: Blurps, Pokey

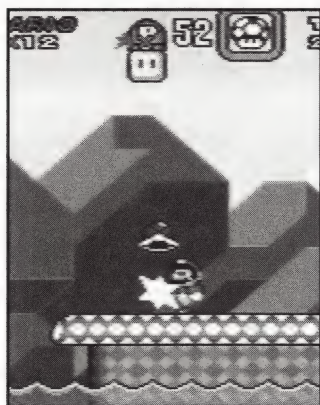
The first water World. Getting past the floating mines can be tricky; work on your timing to jump past them safely.

Pokeys in the Pipe



If you use the pipe, you'll have to get past three Pokeys. With Yoshi, you can eat the Pokeys. Otherwise, leap over them or lure them into the pits.

Switch Block and Super Star



Pick up the Koopa shell and throw it straight up to hit the Rotating Block beneath the Switch Block. The Switch Block will fall to your ledge. Jump onto it, then run to the right and hit the second Rotating Block for a Super Star.

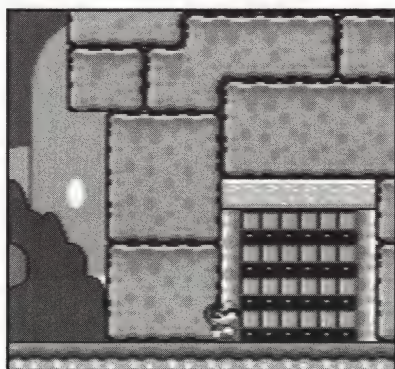
You should

stay invulnerable long enough to reach the exit pipe to the right. If you hit enough of the mines in the water, you'll start to get 1-Ups for each one you hit!



IGGY'S CASTLE

Major Enemies: Koopa

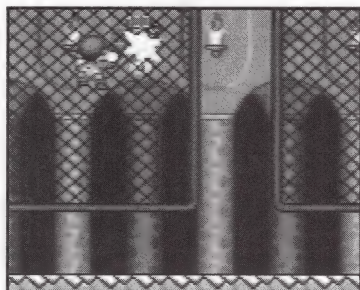
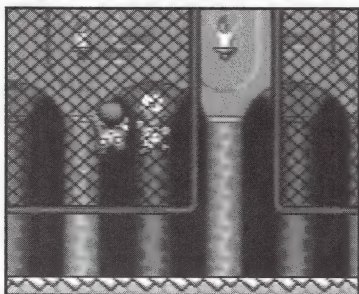


The first Castle! As you'll discover, the Castles are much more challenging than the regular Worlds. You'll also learn that once you play through a Castle (or Fortress), it will be demolished and you won't be able to play through it again.

(Well... maybe you can and maybe you can't; check out The Super Secrets section of this book to find out!)

Climb the Fence

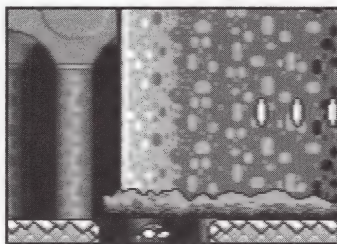
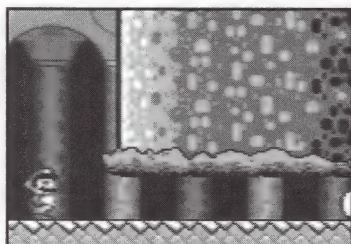
Jump onto the fence and press Up to grab on. Now you can climb along the fence to the right. Watch out for the Koopas on your side of the fence.



If you see a Koopa on the other side of the fence, you can knock him off the fence by pressing Y. And if you see a revolving door, press Y to swing around to the opposite side of the fence from the one you're on.

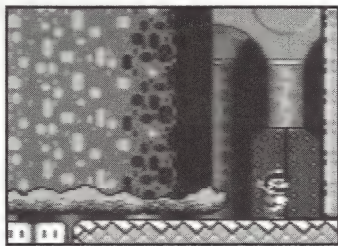
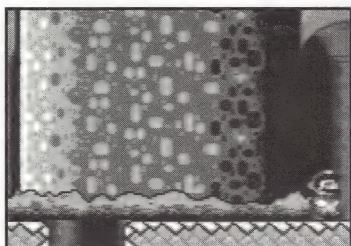
Watch out for the lava pool; there's a single fireball that jumps out of the hot slush at regular intervals. If you pass the entire fence, you'll find the Midway Gate just before the door to the next section of the Castle.

The Plunger



There's a huge plunger at the top of the screen, and it will crash down four times, trying to crush your head! When it comes down for the first time, stay on the left side of the screen. On the second time down, run onto the lowest part of the floor and duck.

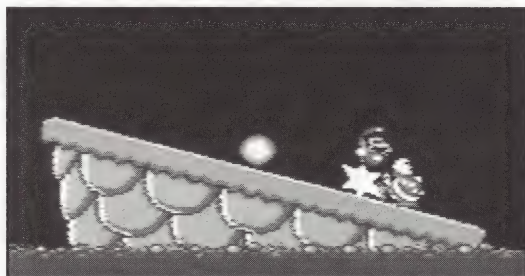
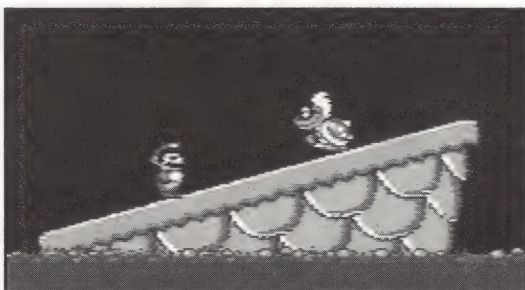
World 1: Yoshi's Island



For the third and fourth plunges, stay on the far right side of the screen. Put yourself right up against the edge, or the plunger will hit you. After the fourth plunge, you'll see a large red door. Press Up to enter the door and face off against Iggy!

Defeating Iggy

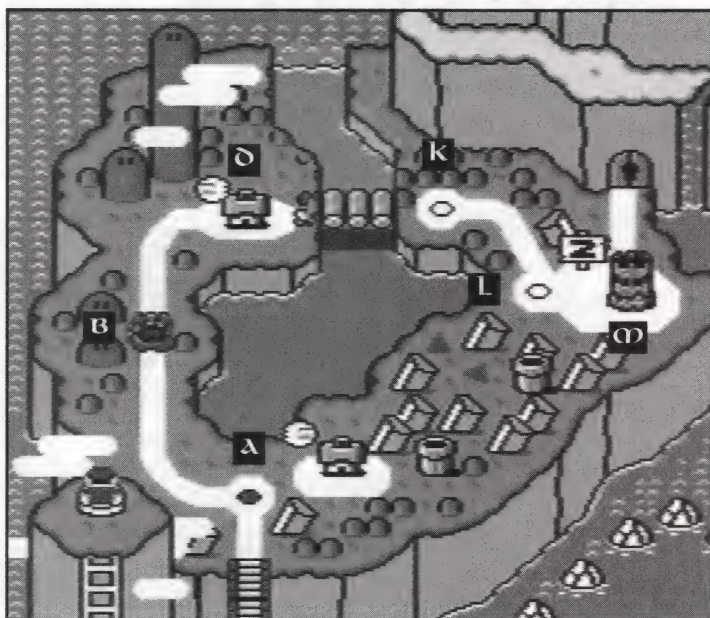
To beat Iggy, you have to knock him into the lava. The best way to do this is to wait until Iggy's side of the hill is pointing down toward the lava. Jump into the air and hit Iggy in the head to knock him backward.



If you're fast, you can knock Iggy into the lava with two quick jumps. Otherwise, take your time. You should be able to beat him easily!

CHAPTER 5

World 2: Donut Plains



The Donut Plains.

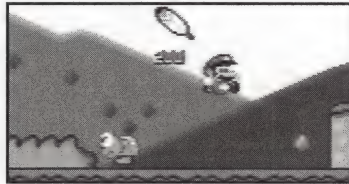
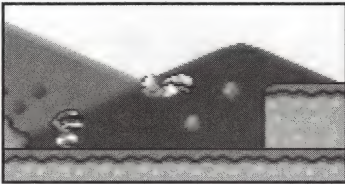
You'll find your first hidden goals in the Donut Plains, along with several excellent power-up locations. By the time you've passed through this World, you should never have a problem with lives, because you'll always be able to return here to earn more.

DONUT PLAINS 1

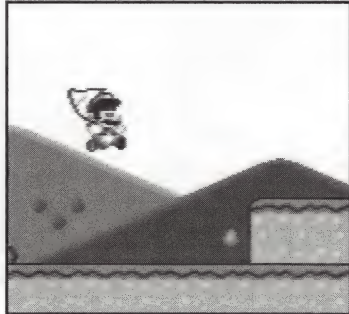
Major Enemies: Chargin' Chuck, Super Koopa

This is the first World where you can get a Feather to become Caped Mario. Be sure to return to some earlier worlds with the Cape to fly around (especially Yoshi's Island 1, with a 3-Up high in the air). There's a pipe in this World that's a great location to earn extra lives at.

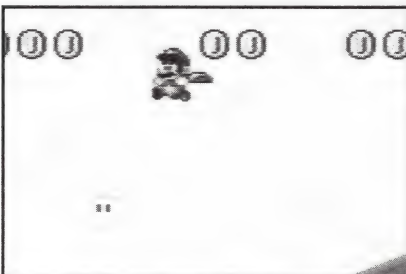
Get the Cape



There's a Super Koopa at the start of the World with a red cape. Hit him from above with a regular jump and he'll fall to the ground. A Feather will appear above him. Touch the Feather to become the most powerful Mario in the game: Caped Mario!

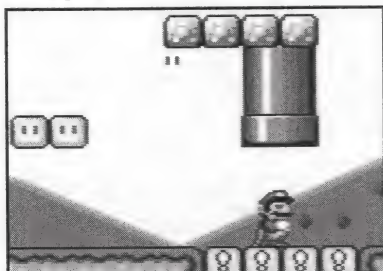


Fly High for Coins

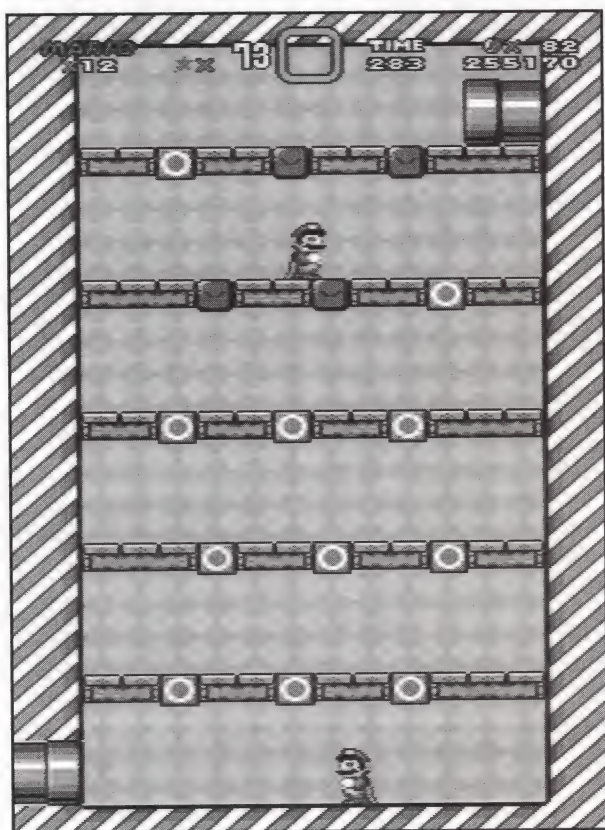


You'll find several cloud ledges with coins above them, and you'll find coins floating by themselves, if you use the Cape to soar into the air.

1-Up Pipe

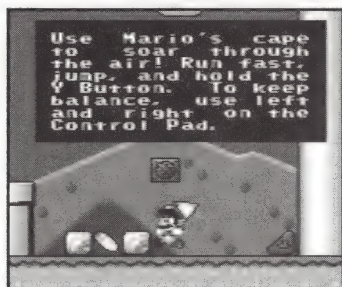


Look for an upside-down blue pipe above four Exclamation Blocks. (Actually, if you didn't get the Yellow Switch, there won't be any blocks, and you won't be



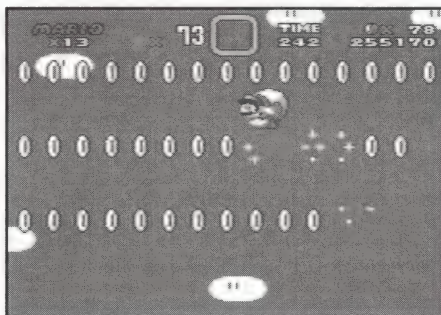
able to enter the pipe.) Jump up into the pipe for the chance to earn five 1-Ups. The pipe will exit just to the right of the coin pipe mentioned below.

A Cape, A Coin Pipe, and Extra Lives



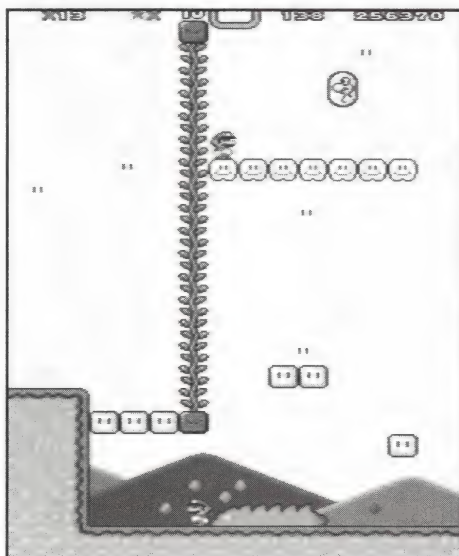
One of the pipes in this World is teeming with coins in the air (and a few on the ground). Use the Cape to fly left and right, scooping up hundreds of coins along the way. You can often earn five or more extra lives by

gathering the coins until you run out of time. This isn't the most efficient place to charge up on lives, but it's the most fun, at least until you reach Forest of Illusion 1.



Climb to the Dragon Coin

Look for two baseball-throwing Chargin' Chucks near some groups of Rotating Blocks. Hit the blocks above the Chuck on the left; one of them will create a vine leading up to a cloud platform. Climb up to the platform to find a Dragon Coin.



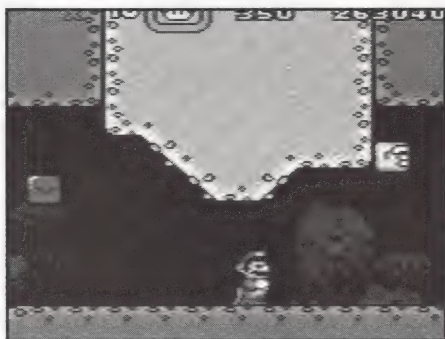
DONUT PLAINS 2

Major Enemies: Buzzy Beetle, Swoopers

The first underground World. If you've got the SNES hooked up to a stereo, you'll hear awesome echo effects that really make it sound like you're beneath the earth! Once you get over the great sound, you'll start to realize that this is a bit of a tough World!

The Sand Bars

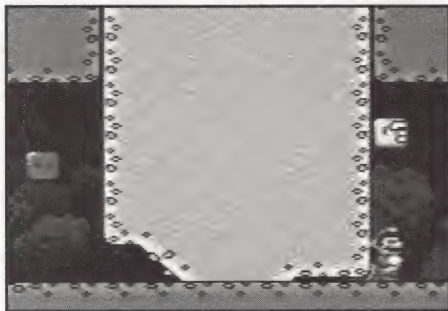
Like most of the underground Worlds, the main obstacles in this World are the moving sand bars. They slide in and out of the ceiling and floor, threatening to block off your pathway to safety—or to crush you flat!



The only way to know how the sand bars move is to play through the World several times. This way, you'll be able to anticipate their shifts up and down.

Swoopers love to dive down at you

while you're on sand bars, and you'll often find Buzzy Beetles patrolling the sand bars. Use spinning jumps to destroy the Beetles, or hit them with a regular jump so you can pick them up and throw them. Make it quick or they'll pop back out and hurt you!

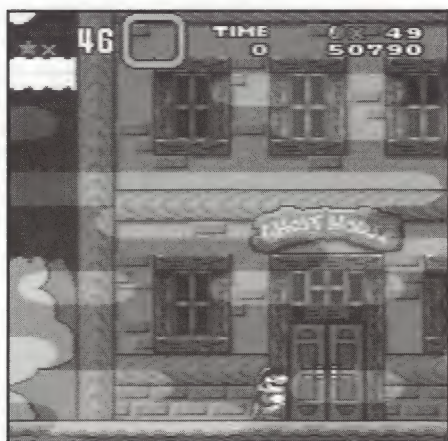


World 2: Donut Plains

The trickiest sand bar in this World is near the end. Wait for the long bar to rise up to the ceiling and then lower downward before you jump onto it. Then perch on the right edge of the bar and let it rise up and down again before you jump to grab the Dragon Coin and regular coins.

DONUT GHOST HOUSE

Major Enemies: Boo Buddies



This is the first Ghost House you'll encounter, unless you find the hidden pathways to the Donut Secret House. See The Secrets for information on that Ghost House.

You can't take Yoshi into Ghost Houses; if you come to a Ghost House

riding Yoshi, you'll spin off him before you go inside. Perhaps Yoshi is a bit spooked?

Most of the Ghost Houses have hidden goals, and this House is one of them. Check out The Secrets for more details!



Run Past the Boo Buddies

The first section of the Ghost House is a footrace between you and the Boo Buddies

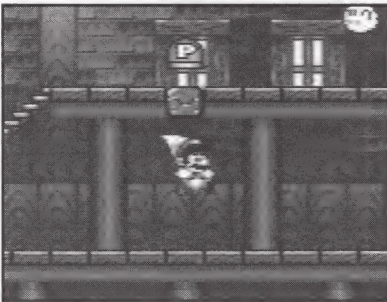
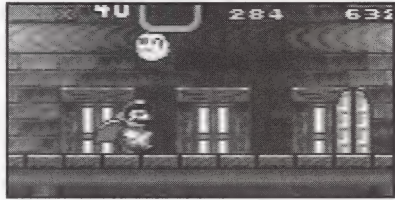
Super Mario World Secrets

above you. The Buddies will materialize and dive down at you while you run to the right. The faster you move, the better your chances of avoiding them. You should be able to collect all the coins along the way before you reach the door.

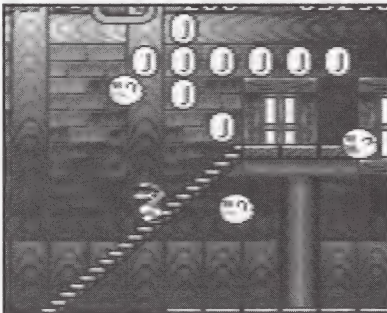
Find the Hidden Exit

The second section of the Ghost House is a bit of a puzzler. Follow these steps to get through the House safely.

- 1. Run to the right, up the stairs, and go through the door.*



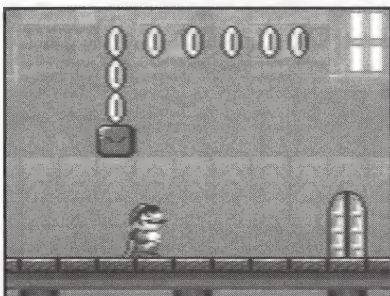
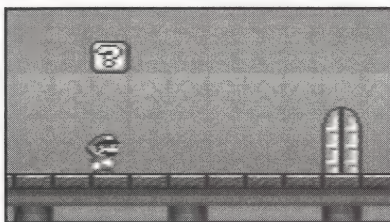
- 2. Run to the left and hit the Rotating Block from below to reveal a Switch Block.*



Stomp on the block to cause a coin arrow to appear. Collect the coins and go through the blue door to the left.

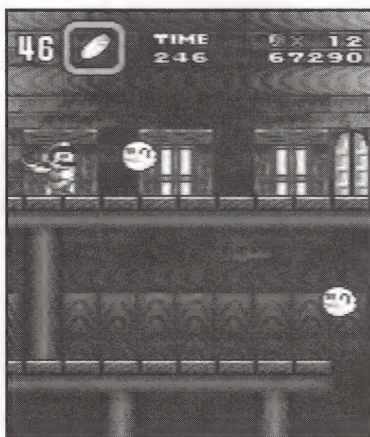
World 2: Donut Plains

3. You'll appear in a plain room with a single Prize Block. Hit the block to cause a coin snake to appear. You can control the coin snake by moving the controller up, down, left or right. The idea is to create as many coins as possible for you to collect. Make sure you don't try to paint the snake onto itself or it will stop forming. When the snake stops, grab all the coins and go through the door.

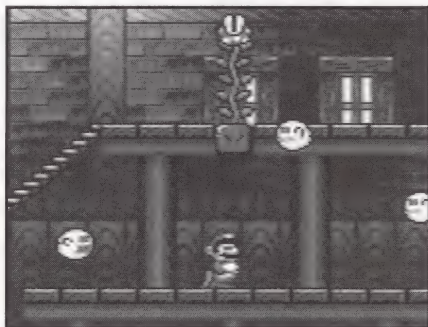


4. Run to the right, up the stairs, and go through the door.

5. Run to the left and hit the Rotating Block from below to reveal a Switch Block. Stomp on the block to cause a coin arrow to appear. Collect the coins, but don't bother going through the blue door on the left. Go through the brown door on the right instead.



Super Mario World Secrets



6. Run to the left and hit the Rotating Block from below to reveal a vine. Climb up the vine and run to the left. Go through the door and you'll find yourself outside!



The ledge in Step 6 won't appear until you've caused the vine to appear, so even if you're a Caped Mario, you still need to go through all the Steps. If you fly upward, you'll just find empty space.

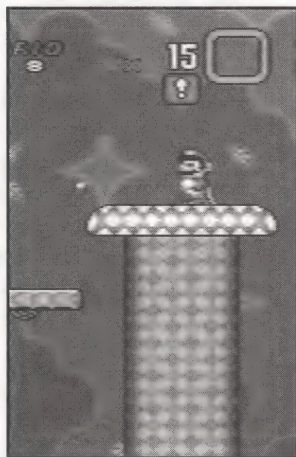
DONUT PLAINS 3

Major Enemies: Koopa

This World is pretty straightforward. With a Cape, you don't even need to play through it, but it's worth checking out anyway.

Get the Cape

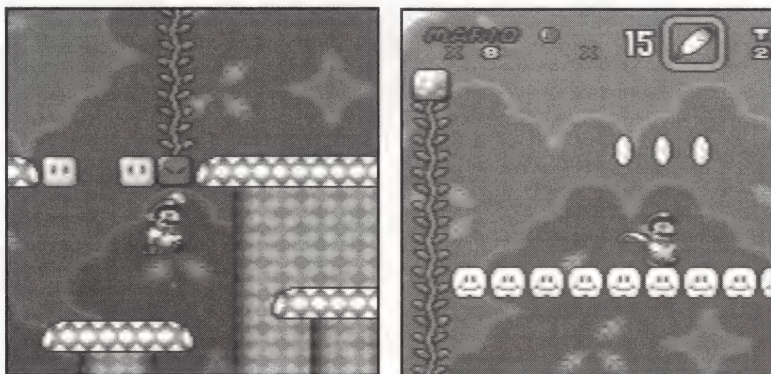
If you've hit the Green Switch, you'll find a green Exclamation



World 2: Donut Plains

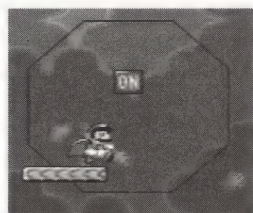
Block at the start of the World that gives you a Feather. You'll want the Cape's floating powers to jump across the moving ledges!

Coin Ledge

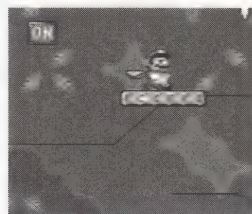
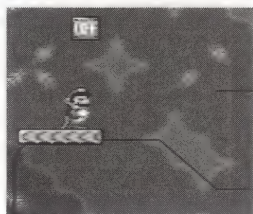


Use the Cape to fly up to a long cloud ledge with about 20 Coins to snag.

Hit the Switches



You'll find a wooden ledge following a circular track around a block that simply says "ON." Jump onto the ledge and hit the block. It will change to "OFF" and the track will also change.



The ledge will start going to the right. You'll come to another switch. Hit it to turn it "ON" and to change the track again. The ledge will take you to the Midway Gate.

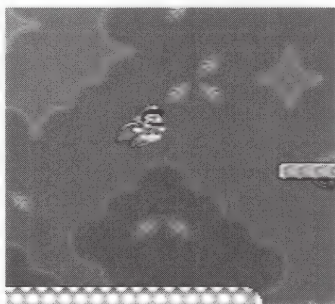
Ride to the 1-Up Pipe

The first wooden ledge after the Midway Gate will take you to the 1-Up Pipe. Just stay on the ledge as it hops from track to track and watch out for the Koopas.

If you're Caped Mario, you can just fly up to the Pipe by running along the ledge beneath the pipe, or by jumping to the Pipe from the spinning ledges on the right.



Fly the Friendly Skies



With the Cape, you can finish this World in record time. Take off the ledge at the start of the World and fly to the right. As long as you maintain altitude, you should keep soaring until you reach the goal. Too easy!

DONUT PLAINS 4

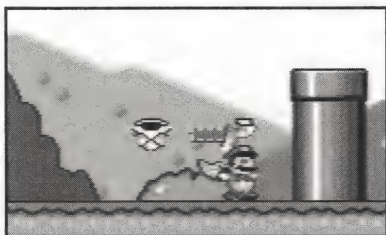
Major Enemies: *Jumping Pirhana Plant, Koopa, Para-Goomba*

Here's another World that you can practically skip through by using the Cape. If you decide to explore along the ground, you'll find some interesting locations.

World 2: Donut Plains

Rainbow Koopa

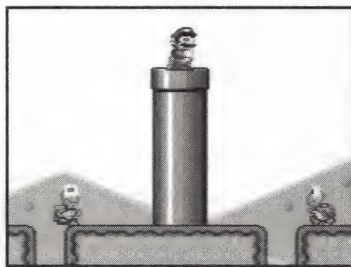
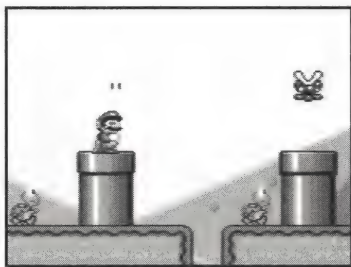
The Koopa at the start of the World is hyperactive! It will flash through a rainbow of colors, homing in on your position. The



best way to deal with the Rainbow Koopa on this World is simply to run to the right as fast as you can. You'll grab the Koopa shell and smash it into the Koopa before

he can enter the shell! In later Worlds, try bringing Yoshi for a Rainbow snack.

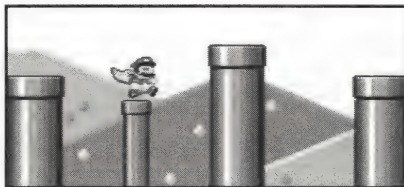
Moving Pipes



The green pipes in this World raise and lower at regular intervals. Don't jump onto a pipe unless you know which direction it's moving in.

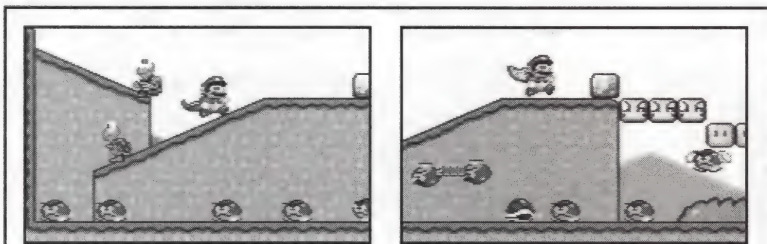
More Moving Pipes

The first blue pipe goes into an underground area with lots of moving pipes and two



Koopas flying between them. There's no reason to come down here, unless you want to cover every inch of this World.

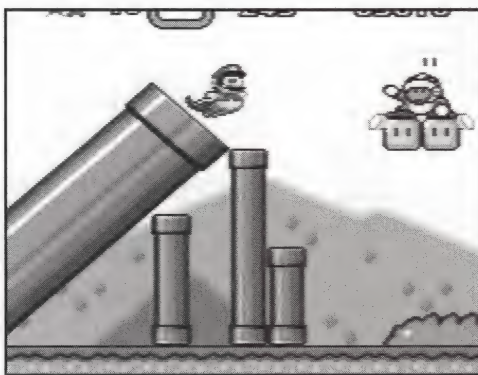
Goomba Crowd



Look for a group of Koopas hopping around above six Goombas. Hit one of the Koopas and throw its shell down the hill to strike the Goombas and rack up some points (and maybe even a 1-Up, depending on how many enemies you hit).

Cannon Pipe

There's a cannon pipe just after the Goomba Crowd. There are a few coins to collect in the underground chamber, along with Koopas to clobber. When you come out of the cannon,

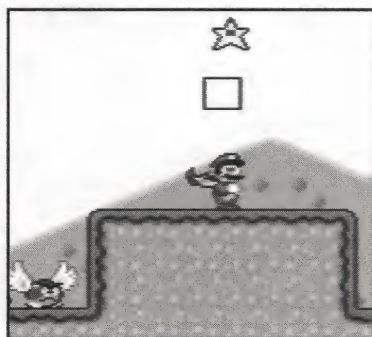
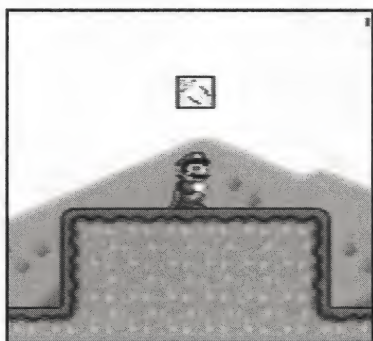


strike the Amazing Flyin' Hammer Brother. Then go to the right and touch the Midway Gate.

Power-Up Block

The Power-Up Block alternates between four power-ups: Super Mushroom, Fire Flower, Cape Feather and Super Star. To get the power-up you want, hit the

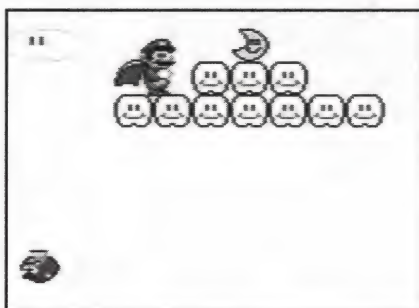
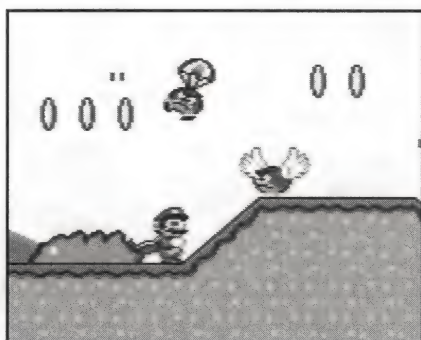
World 2: Donut Plains



Power-Up Block when it is the power-up just before your choice. For example, if you want the Fire Flower, hit the Flashing Block when you see the Super Mushroom. The power-up will transform into the Fire Flower before you grab it. We recommend you get the Super Star to become invincible as you run to the right.

Para-Goombas

These parachuting baddies are the final obstacle between you and the goal. When they start to fall, you know you're close!



3-Up in the Skies

Use the Cape to fly into the air above the area with the Para-Goombas to find a cloud platform with a 3-Up Moon.

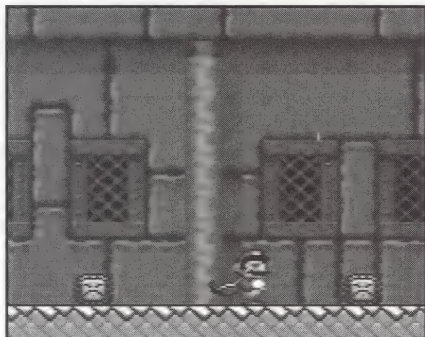
MORTON'S CASTLE

Major Enemies: Ball'N'Chain, Dry Bones, Thwimp, Thwomp

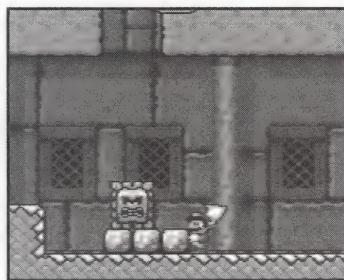
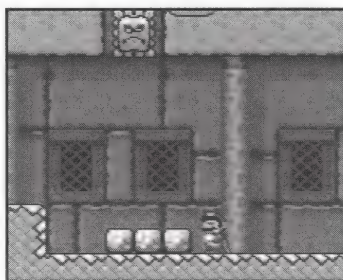
The Thwimps and Thwomps can be mean, as you'll find out in this Castle. The sliding stairs are almost as tough!

Thwimps...

Two Thwimps will fall down at you as soon as you enter the Castle. Run to the right and you'll find a conveyor belt leading up a steep hill. Climb the hill and hit the Prize Block on the way up, then go through the door at the top.



And Thwomps



Move to the left. Watch the faces of the Thwomps as you get closer to them. Watch out when they fall! You'll find a Dry Bones guarding the door past the Thwomps.

Sliding Stairs

This section slides back and forth. You've got to move upward when you can, and be patient when the sliding stairs prevent you from going any further.

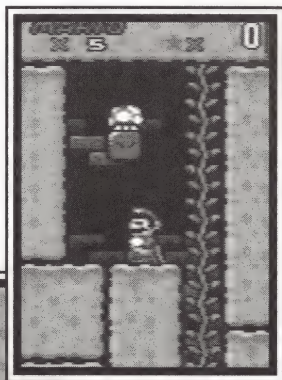
Prize Blocks



Wait on the right side of the Prize Blocks. When the sliding stairs slide to the left, you'll fall underneath the blocks. Hit them all (the middle one contains a power-up).

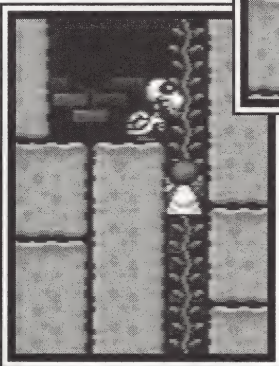
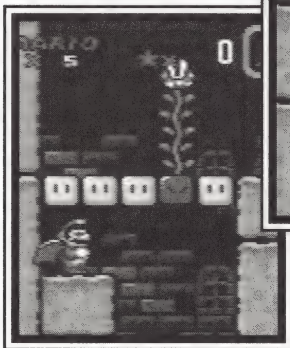
Coin Chamber

When you find the Jumping Board, carry it to the right and jump up into the coin chamber with a dozen coins to be had. Then fall back down to the board and move it to the left. Now you can jump upward and continue your climb.



Climb to the 1-Up

When you find a row of five Rotating Blocks, hit the fourth



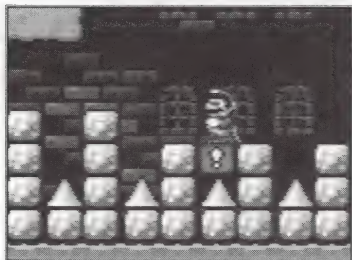
one from the left to create a vine. Climb up to the vine into a small room with a Dry

Bone. Hit the Bone, stand in the middle of the room, and

Super Mario World Secrets

jump up. You'll hit an invisible block with an Extra Mario Mushroom inside!

Stand Above the Spikes



One area has a sliding stair covered with yellow spikes. If you've found the Green Switch, there will be a single green Exclamation Block in the middle of the spikes for you to stand on.

Green Feather Block

If you've found the Green Switch, there will be a green Exclamation Block just before the red door. Hit the block to get the Feather inside, then enter the door to fight Morton!

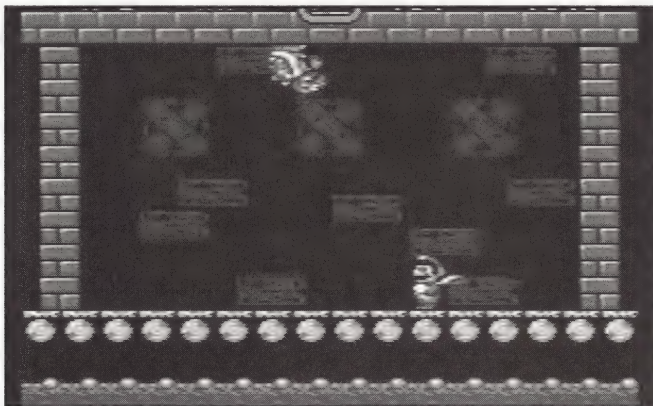


Defeating Morton

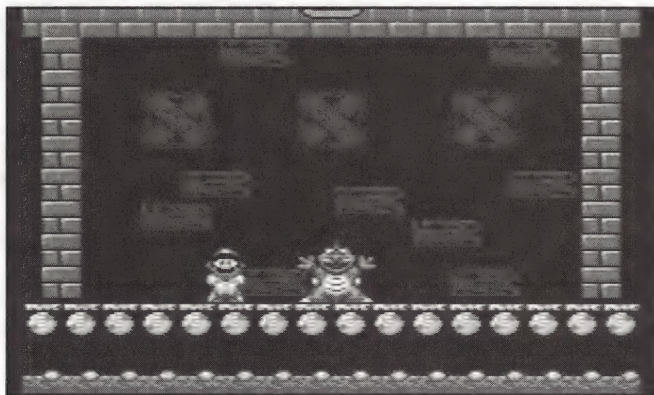


World 2: Donut Plains

You've got to hit Morton three times to defeat him. Jump on his head when he's on the ground to do damage. When he climbs onto the wall and ceiling, he's invulnerable.



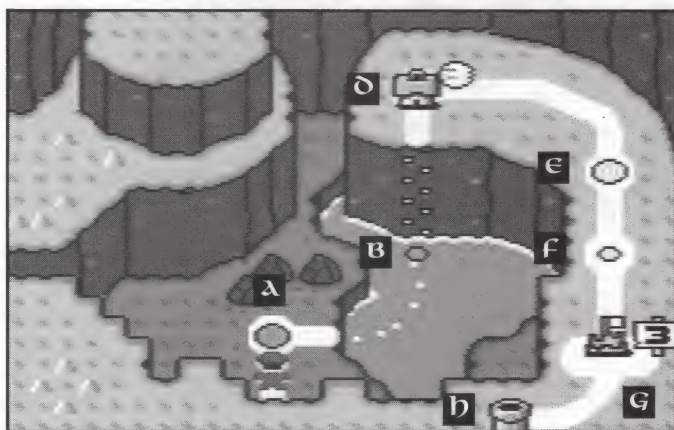
If Morton's on the ceiling, you've got to lure him down. Run in the opposite direction of the one he's walking in. When he's directly above you, he'll fall to the floor. Stomp him on the head before he reaches the wall again!



After the third head-stomp, Morton will die and you'll gain access to the Vanilla Dome!

CHAPTER 6

World 3: Vanilla Dome



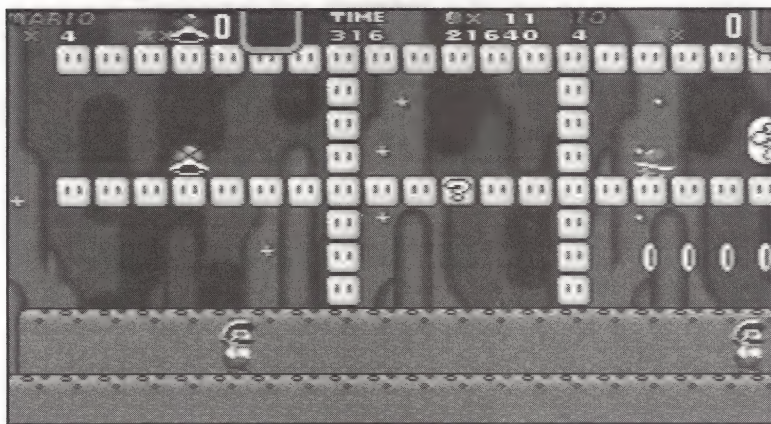
This World is enclosed within the cavernous Vanilla Dome. There are two pathways through the Dome, one obvious and one hidden. We're taking the obvious route in this section; The Secrets will take you down the hidden path.

VANILLA DOME 1

Major Enemies: Buzzy Beetle, Koopa, Spike Top, Swoopers

This World is a three-parter. The first and third parts are big; the second part is a quickie.

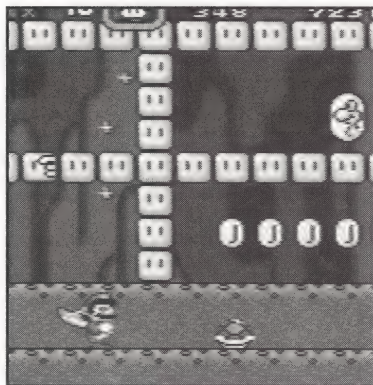
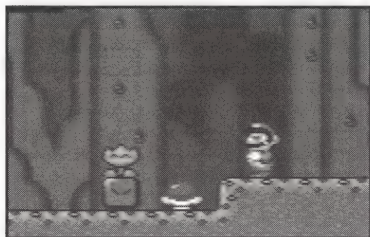
Rotating Block Framework



Rotating Block Framework: Part 1.

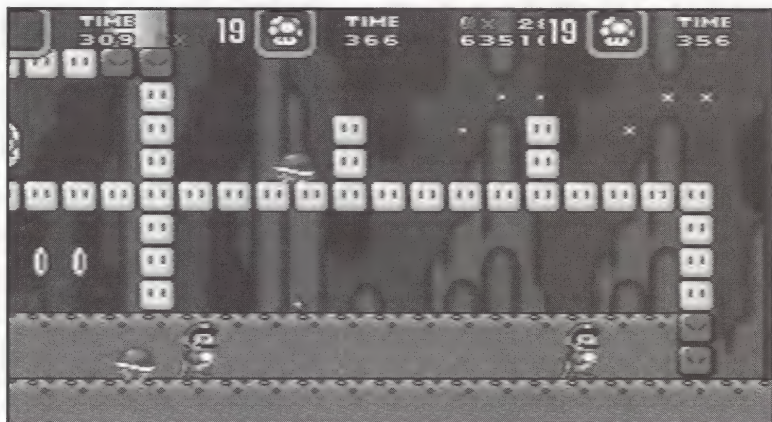
Four of the Rotating Block are hiding items. The left block holds a Super Mushroom; the middle blocks hold a coin and a Feather; and the right block holds an Extra Mario Mushroom. It's easiest to explore the framework as a powered-up Mario; Small Mario can't break blocks.

Use one of the two Koopa shells on the left side of the framework to give yourself a clear path along the cliffs below the framework. Throw the shell and run behind it. It will knock the Buzzy Beetles out of your way.



Tricky Prize Block

After the framework, you'll discover a Prize Block on the ground. To open it, strike it from the

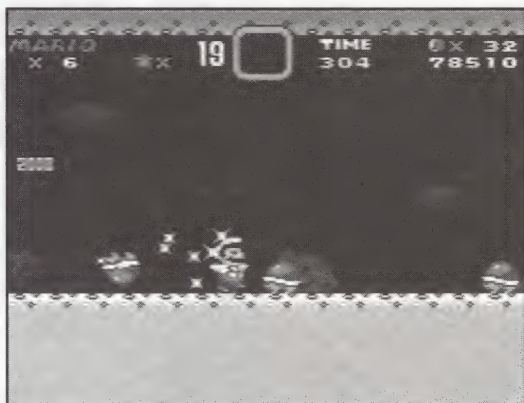


Rotating Block Framework Part 2.

side with a Buzzy Beetle or Koopa shell, or spin with the Cape. If you're using a shell, strike the block from the left and the shell will bounce into the pit, giving you a safe path to the Fire Flower within the block.

Sand Bar Sprint

Get the Super Star out of the Prize Block and run to the right. You'll hit Buzzy Beetles along the way. If you manage to strike all of the Buzzy Beetles, and then hit the flying

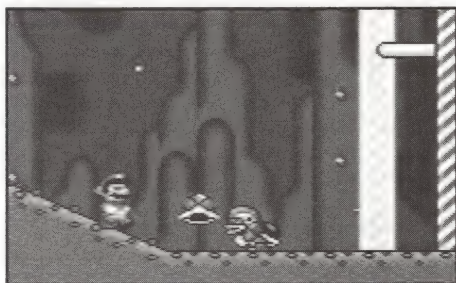
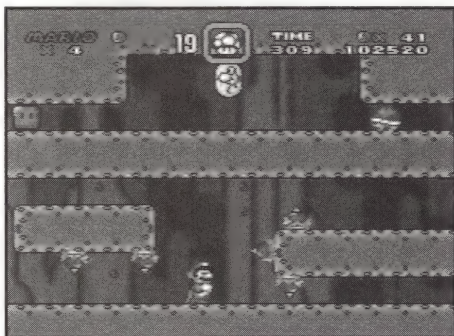


Koopa, you'll earn a 1-Up. Don't waste time trying to do this, though. If you take too long, the sand bar will lower into the lava and you'll die!

World 3: Vanilla Dome

Tunnel Maze

The third and final section of this World is a maze of tunnels. If you go down the wrong tunnel, you'll have to return to the left and find the correct path. Use the R button to give yourself maximum visibility to the right. You'll be able to see more of the tunnels ahead of you.



Truck Through Chuck

Be sure to carry a shell with you to the gate. Throw it at Chuck to knock him out of the way.

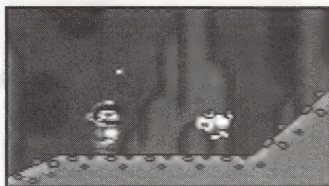
VANILLA DOME 2

Major Enemies: Blurps, Buzzy Beetle, Chargin' Chuck, Swoopers

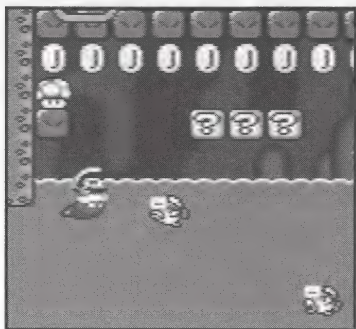
This is the first World where you have a choice of paths to the Giant Gate. You'll discover that the upper path is much better (and much more fun) than the lower one.

A Blurp Out of Water

The Blurp at the start of the World is stranded on land! You can just run into the Blurp to defeat him.

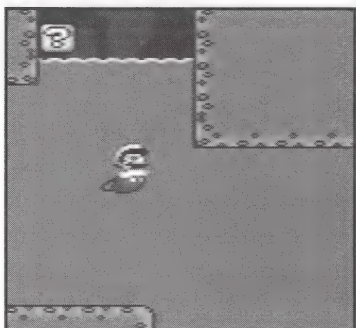


Hidden 1-Up



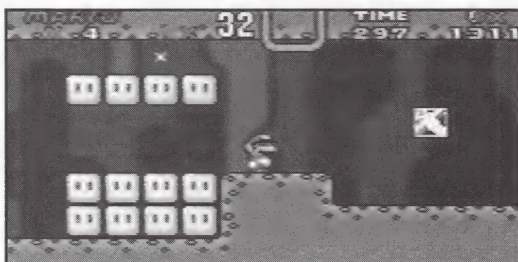
Swim to the huge group of brown blocks with the three Prize Blocks below it. Jump out of the water on the far left side to hit an invisible block and find an Extra Mario Mushroom. Don't let it sink into the water!

Which Path?



Look for a single Prize Block. From here, you can swim to the right or jump out of the water and climb

upward. We recommend you go upward and to the left to find a Switch Block (which will turn all the brown blocks into coins). Then return to the right and touch the Midway Gate.



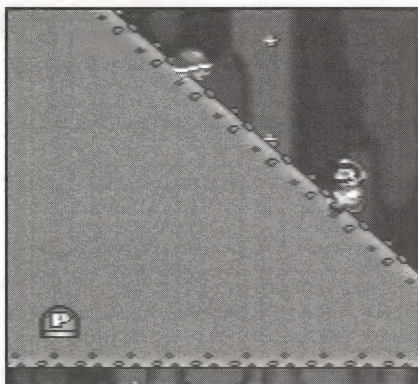
Power-Up Block

Look for this block to the right of the Midway Gate.

World 3: Vanilla Dome

The Amazing Switch Block

There's a Switch Block to the right of the Power-Up Block. It's possible to kick this Block into the hill to the left! Of course, once the Block is inside the hill, you won't be able to get to it. It's still a weird trick!

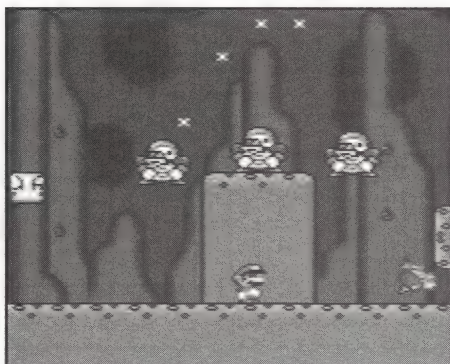


Icy Underground

Go down the green pipe near the Giant Gate and you'll appear in an icy cavern. Mario will slip and slide around until you get used to the effect that ice has on the controls.

Three Chucks

The single Chargin' Chuck just before the Giant Gate will split into three Chucks! You can destroy all of the Chucks, but it's much safer to charge to the right and go through the Gate before the Chucks get into formation.



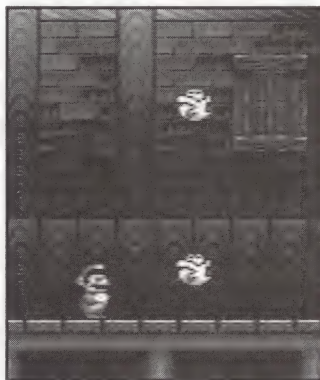
VANILLA GHOST HOUSE

Major Enemies: Big Boo, Boo Buddies, Eeries

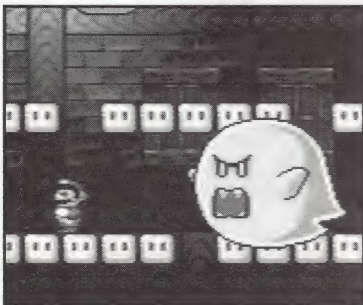
You'll meet two new enemies in this Ghost House: the massive Big Boo and the smaller (but still deadly) Eeries.

Eeries

Two Eeries fly at you at the start of the Ghost House. If you're a small Mario, you can run underneath the lower Eerie. Otherwise, jump between (or over) the Eeries.



Climb Past the Big Boo

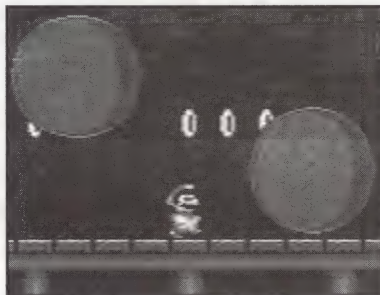


You'll meet up with the Big Boo near several ledges of Rotating Blocks. Hit the block on the bottom ledge to create a vine leading upward. Climb up the vine to collect some coins as you run to the right.

If you decide to stay on the ground, you'll collect a Feather and some coins, but you'll have to get past some more Boo Buddies.

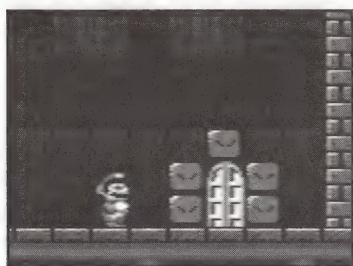
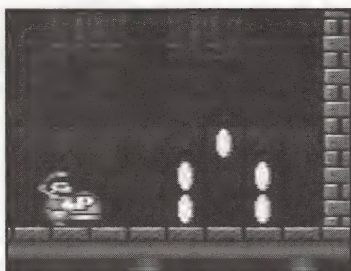
Find the Hidden Exit

When you enter the room with the floating green blobs, you're ready to find the exit. Run to the right, past the blobs, until you find three Rotating



World 3: Vanilla Dome

Blocks. The middle block contains a Switch Block. Hold the Switch Block and run to the right. Go past the brown door and grab all of the coins, then use the Switch Block. A blue door will appear. Go through.



If you hadn't taken the coins, they would have turned into brown blocks, which would have prevented you from going through the blue door. There will be several situations in later Worlds

where you'll need to hold onto the Switch Block until you've "cleared the way" to enter a hidden door.

VANILLA DOME 3

Major Enemies: Blargg, Buzzy Beetle, Jumping Pirhana Plant

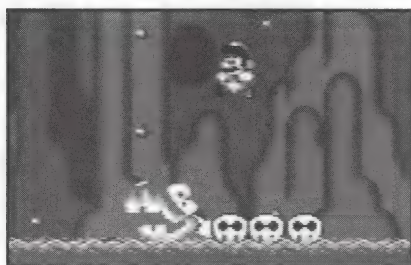
This World has you riding a series of skull rafts across searing-hot lava. The Blarggs make their first appearance here.

Blarggs



The Blarggs peek out of the lava to see where you are. They dive back into the lava for just a moment and then leap out to attack you. They don't jump

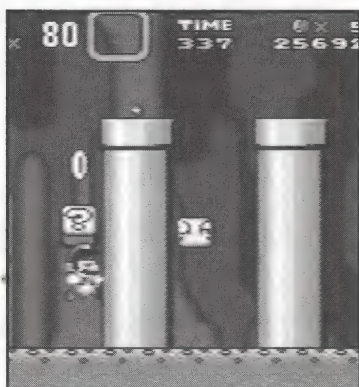
Super Mario World Secrets



Flying 1-Up

Hit the higher of the two flying Prize Blocks at the start of the World to get an Extra Mario Mushroom.

Orange Pipes



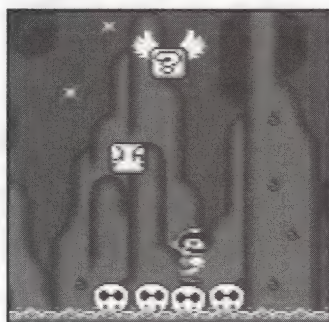
If you're Small Mario, it may seem impossible to get over the two orange pipes. Hug the left side of the pipe and jump straight up to hit a hidden block. This will provide you with a "stair" to jump over the orange pipe. Be sure to hit the Prize Block between the pipes!

1-Up Pipe

Use the Cape to fly above the two orange pipes and to the right. You'll find a tunnel leading to a green pipe. This is the 1-Up Pipe. You'll come out near the Midway Gate.



very high, so you can leap over them easily. The Cape will give you floating ability to make avoiding the Blarggs even easier.

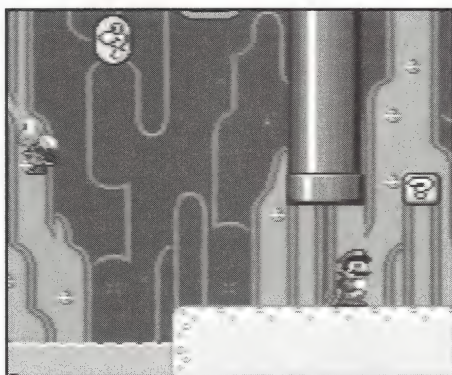


World 3: Vanilla Dome

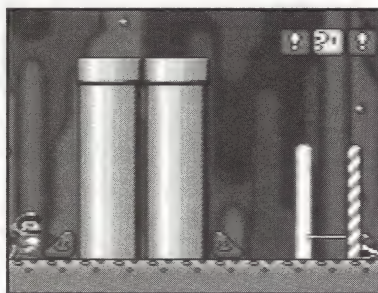
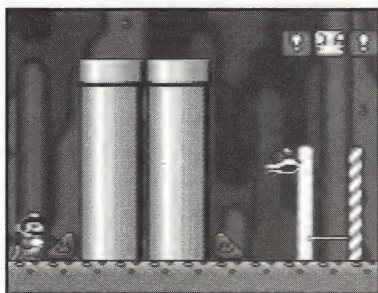
If you decide to pass the pipe (or can't fly up to it), continue to the right. You'll have to pass some Pirhana Plants and Blarggs before you reach the Midway Gate.

Icy Underground

There's a yellow pipe to the left of the Midway Gate (near the lava). Go down into the chilly cave for some coins. This section uses the same exit as the 1-Up Pipe (the green pipe to the left of the Midway Gate).

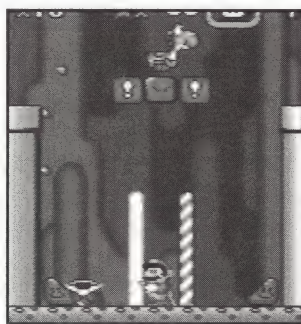


The Midway Gate



When you first see the Midway Gate, a Koopa shell will start bouncing around. Run back to the left until you can't see the Gate, then return. The Koopa shell will stop bouncing!

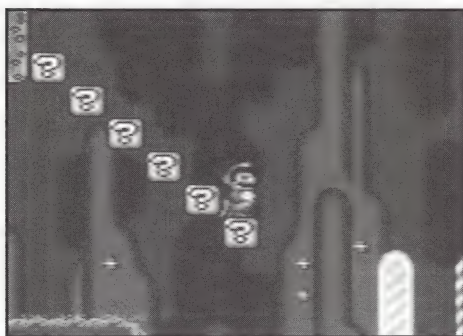
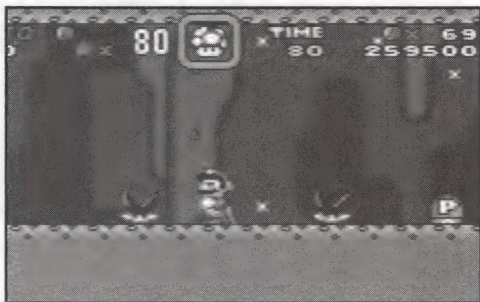
Touch the Midway Gate, then pick up the shell and throw it up



to hit the Prize Block. You'll reveal Yoshi. Make sure the shell doesn't hit either of the ramps, or it will start bouncing again and hit you.

Shortcut to the Giant Gate

There's a long, flat ledge just to the right of a Prize Block near the Giant Gate. If you've got the Cape, run along this ledge and take off to the



right. You'll find a tunnel leading to the right, with a Switch Block at the end of the tunnel. Hit the block and a stairway of Prize Blocks will form, leading down to the goal.

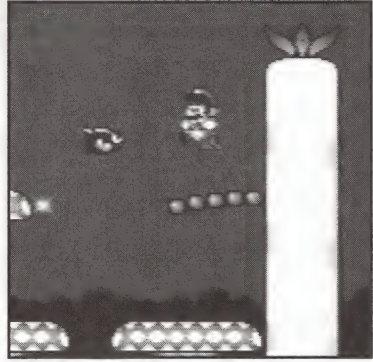
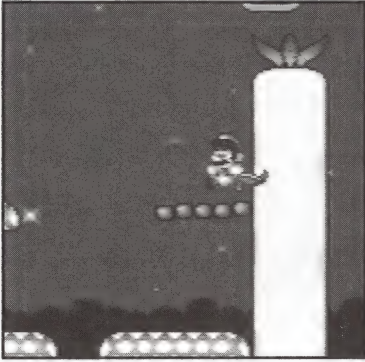
If you pass up the shortcut, you'll have to pass some Pirhana Plants and a final skull raft before you reach the goal.

VANILLA DOME 4

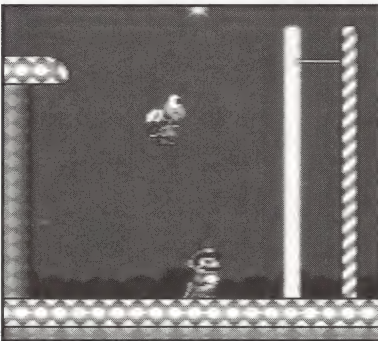
Major Enemies: Bullet Bill, Koopa

It may seem tough to get through a never-ending barrage of Bullet Bills, but it's not. This World is only a single screen high, so you can't do any real flying with the Cape.

Springboards



These bouncy platforms let you get some serious height with your jumps, if you know how to use them properly. The closer you stand to the “base” of the board (that is, where it’s connected to something), the less it will spring. The closer you stand to the “edge” of the springboard (the free end), the more it will spring. A jump from the edge will go much higher than a jump from the base.

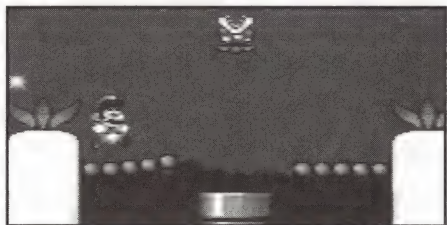


The Midway Gate

With the Cape, you should be able to float to the goal. Otherwise, bounce off the flying Koopa to get the extra height you need to touch the Gate.

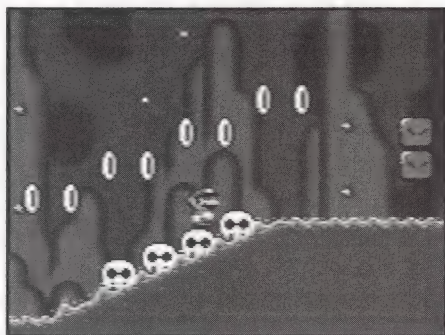
Underground Lava

Look for a blue pipe with a Pirhana Plant inside. Go into the

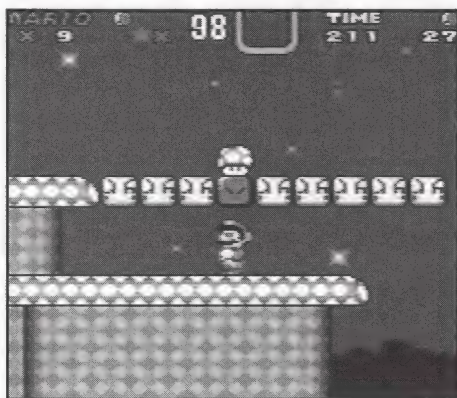


pipe for a ride on a skull raft. Gather the coins and use the exit pipe. You'll come out about seven screens to the right of the blue pipe.

If you pass on the pipe, you'll be able to collect a few power-ups from Prize Blocks. Or you can go through the underground area and return to the left later.



Hidden 1-Up



The yellow block in between the Prize Blocks holds an Extra Mario Mushroom. Knock the Mushroom from below so it heads to the left, where you'll have a much easier time of jumping to grab it.

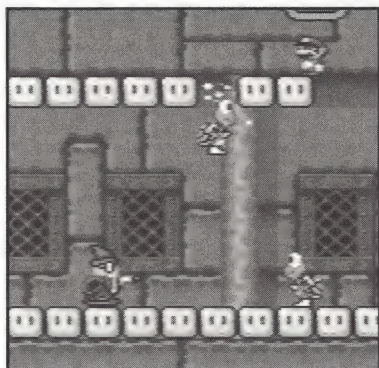
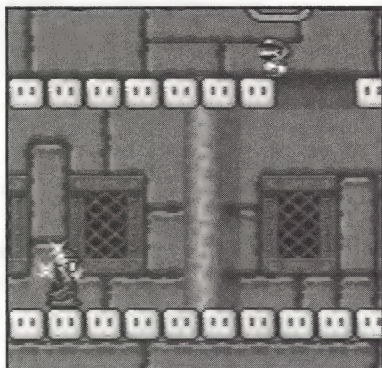
LEMMY'S CASTLE

Major Enemies: Koopa, Magikoopa

This is your first encounter with the deadly Magikoopa. Luckily, there's a Midway Gate in this Castle, along with a few power-ups on the way to Lemmy.

Magikoopas

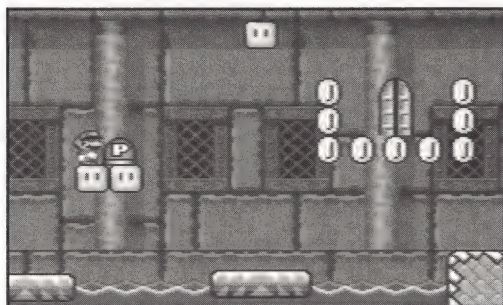
You'll start the Castle on a row of Rotating Blocks. Start moving to the right and the Magikoopa will appear. He shoots a colorful beam that turns any Rotating Block it strikes into a yellow Koopa. If you're Small Mario, the only way you can fall down to the



Rotating Block row on the bottom is to let the Magikoopa create a hole with his beam.

Once you're on the bottom row, start sprinting to the right. You'll soon find a Prize Block with a power-up inside. Continue to the right.

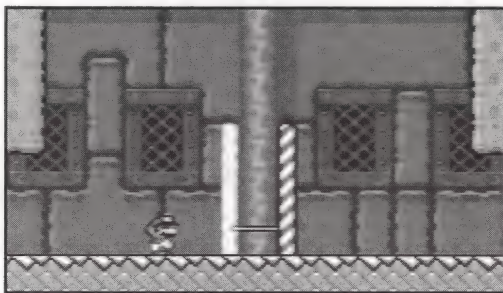
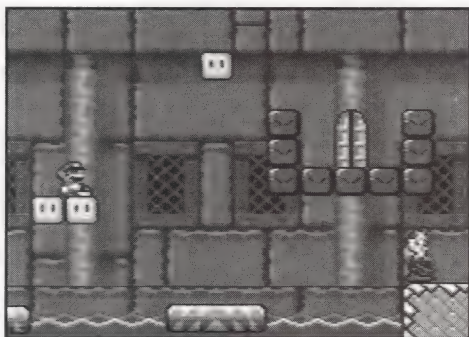
Switch Block and Midway Gate



You'll reach an area with floating platforms at the bottom of the screen and Rotating Blocks in the air. Keep going until you see a Switch Block.

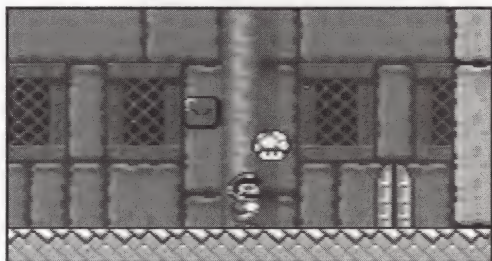
Grab the Block and carry it to the right until you see a door with coins surrounding it. Don't take any of the

coins! Now use the Switch Block and the coins will turn into brown blocks. Jump up to the door and go inside. You'll find a Midway Gate and a Prize Block with an Extra Mario Mushroom inside!



If you don't go into the door (or take the coins below the door, in which case you can't go through), you'll have to continue to the

right, past fireballs and lava pits, until you find the exit to the next section of the Castle.



Sliding Stairs

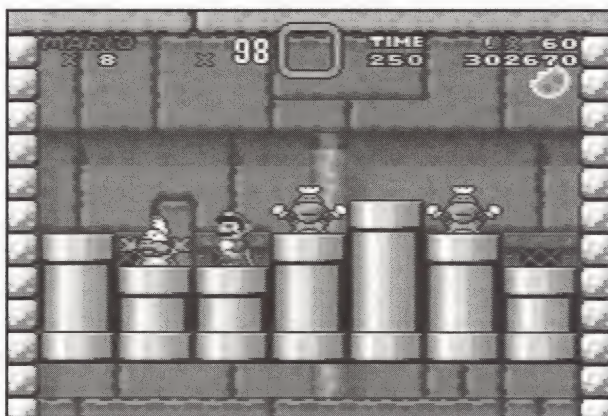
There isn't anything too tricky about this section of the Castle. Just move slowly to the right. There's a Super Mushroom to gather along the way. If you found the Green Switch, there will be a Green Feather Block next to the red door.

Defeating Lemmy

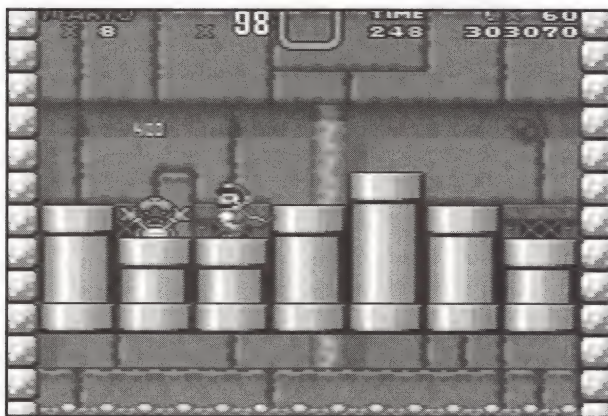
Too easy! Just wait for three Koopas to pop out of the pipes. Two of the Koopas are decoys, but one of them

World 3: Vanilla Dome

is Lemmy. Stomp Lemmy on the head to hurt him! You've got to hit Lemmy three times to whip his hide and open the path to Cookie Mountain.



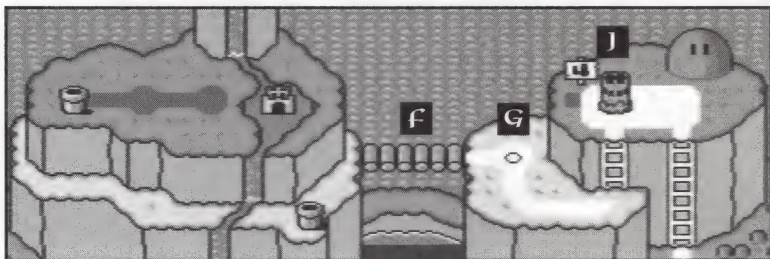
All right. Which one is Lemmy?



Now I've got you!

CHAPTER 7

World 4: Cookie Mountain



Like World 3, World 4 has a bevy of hidden sub-Worlds. You'll be taking the short path in this section; The Secrets will take you along a hidden path that can only be reached through World 3.

CHEESE BRIDGE AREA

Major Enemies: Saws

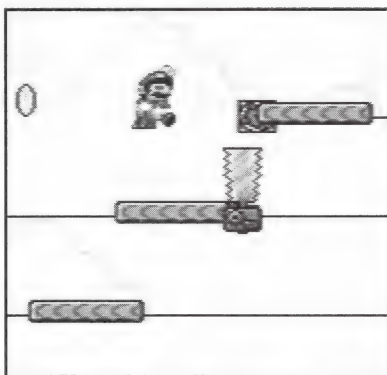
Without any "real" enemies, this World may seem like a breeze. But you'll learn that the Saws are as deadly as anything else you've encountered so far!

Three Platforms

The first half of the World is a wild ride on three wooden platforms. While you can ride on any of them, we recommend the highest platform. On this

World 4: Cookie Mountain

platform, you'll find a Prize Block with a power-up (Mushroom or Feather, depending on your state when you hit the block). When the platforms reach the end of the tracks, you'll reach the Midway Gate.



Useless Blue Pipe?

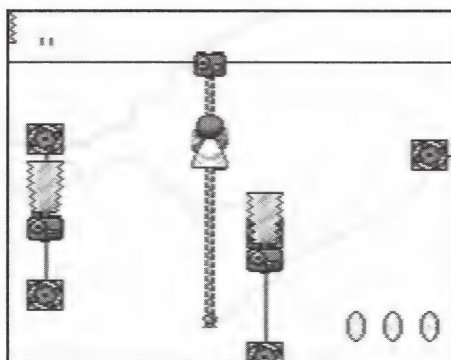


Go down the blue pipe after the Midway Gate. Jump to the right, across the five floating platforms. There's nothing to get in this area, so why would you want to come down here? Because when you

return to the normal World, any Prize Blocks you hit before will be restored.

A Sight for Saw Eyes

There are two ways to pass through the saws between the Midway Gate and the Giant Gate. If you have the Cape, you can fly at the top of the screen to avoid the saws, but only flying experts



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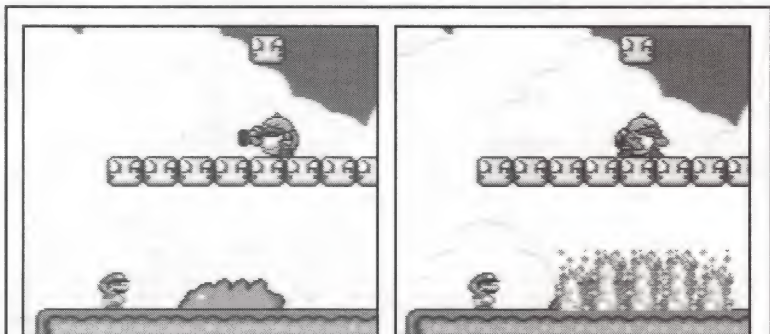
will be able to pull this off. The (slightly) easier method is to grab onto the long rope and let it take you to the right. Climb up and down on the rope to avoid the saws.

COOKIE MOUNTAIN

Major Enemies: Monty Mole, Sumo Brother

This is the first World where you can discover the secret of the Pink Apples. You'll also spot the Sumo Brother and the Porcu-Puffer, two very nasty foes.

Sumo Brother



You've got two ways to eliminate the Sumo Brother. If you have the Cape, spin around and hit Sumo. If you don't have the Cape, you'll have to hit the block Sumo is standing on, which means jumping before he stomps and uses his fiery attack.

Monty Mole Ledges

A group of four Monty Moles will bust out of the ground to block the way through a tight group of ledges. Pick

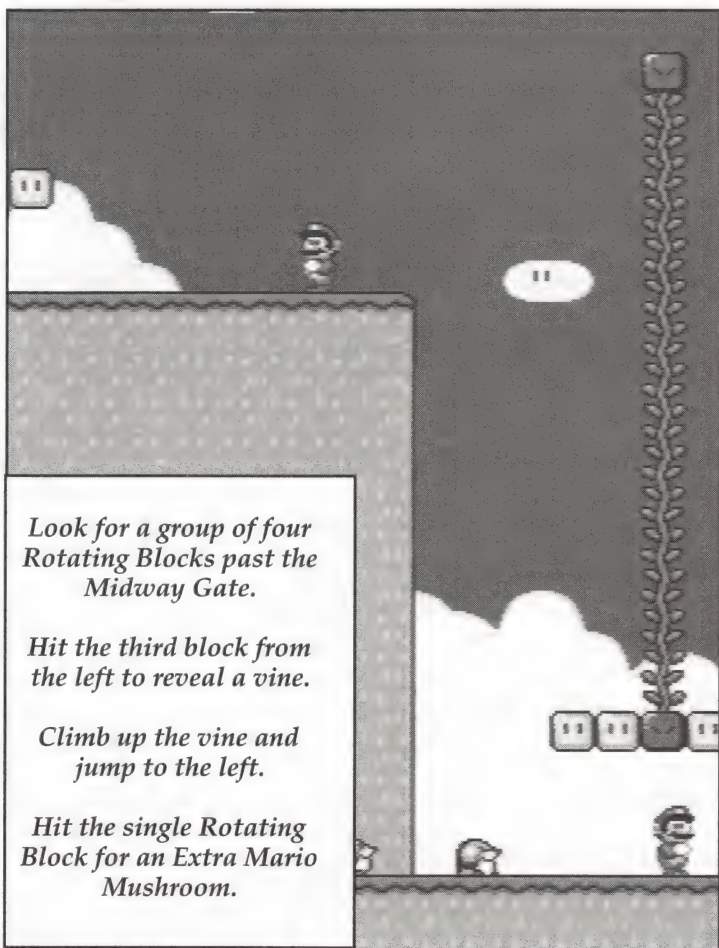


World 4: Cookie Mountain

up the Koopa shell on the left side of the ledges and carry it here. Throw it to strike the Moles and clear a path. If you've got the Cape, you can just spin to hit the Moles.



Climb to the 1-Up



Look for a group of four Rotating Blocks past the Midway Gate.

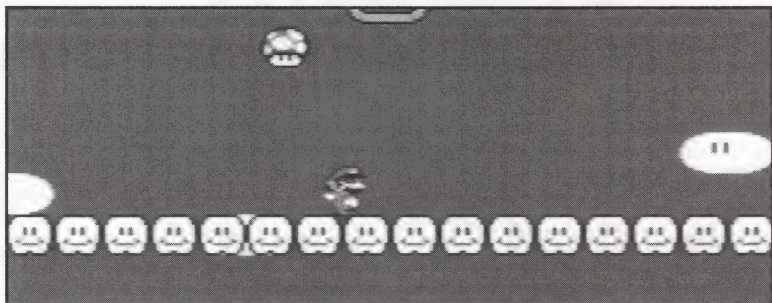
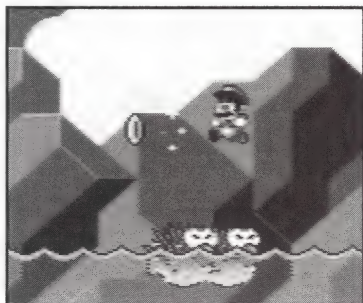
Hit the third block from the left to reveal a vine.

Climb up the vine and jump to the left.

Hit the single Rotating Block for an Extra Mario Mushroom.

Porcu-Puffers

Go down the blue pipe just past the four Rotating Blocks. You'll drop into some shallow water. Swim to the left. Along the way, you'll get the attention of two Porcu-Puffers. Most players jump over them, but if you're skilled, you can swim underneath them. Get to the exit pipe and jump up into it.



You'll emerge at the top of a very high green pipe. Jump onto the cloud ledge to the right and run along the ledge. You'll trigger a hidden Extra Mario Mushroom along the way (unless you already collected the Mushroom earlier). When you run off the right side of the cloud ledge, you'll land back near the Midway Gate.

Smiley Faces and a 1-Up

Get Yoshi out of the Prize Block past the blue pipe. Take him to the right and eat both of the Pink Apple you find. When Yoshi eats the second Pink Apple, he will lay an egg that hatches and becomes a cloud!

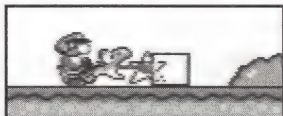
The cloud will take off into the air and begin to drop Smiley Faces down at you! Each face you grab is

World 4: Cookie Mountain

worth 100 points. If you grab 10 faces, the cloud will drop an Extra Mario Mushroom and then disappear. If you missed even one of the faces, you won't get the Mushroom.



Along the way, you'll find a Power-Up Block. Yoshi can use his tongue to lick the power-up out of the block! When you see the power-up you want, press the Y Button and Yoshi will eat it up.



The Smiley Face Cloud will appear whenever Yoshi eats two Pink Apples. There are a few other places in the game to find these juicy fruits, so look for them!

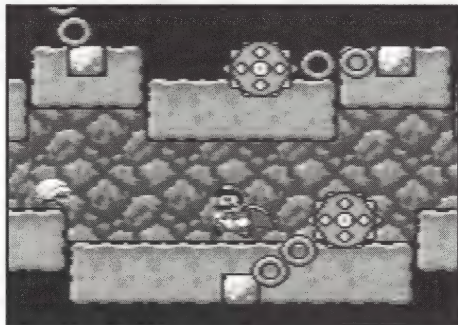
LUDWIG'S CASTLE

Major Enemies: Ball'N'Chain, Bony Beetle

Ludwig Von Koopa isn't composing classical music; he's whipped up a bevy of enemies for you to fight past!

Balls and Beetles

The first section of the Castle is filled with Ball'N'Chains and Bony Beetles. You can get rid of the Bony Beetles

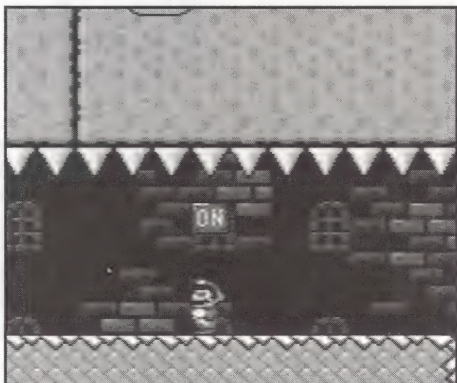


entirely with the Cape. Otherwise, jump on them (when they're not in spike form) to disable them for a few moments.

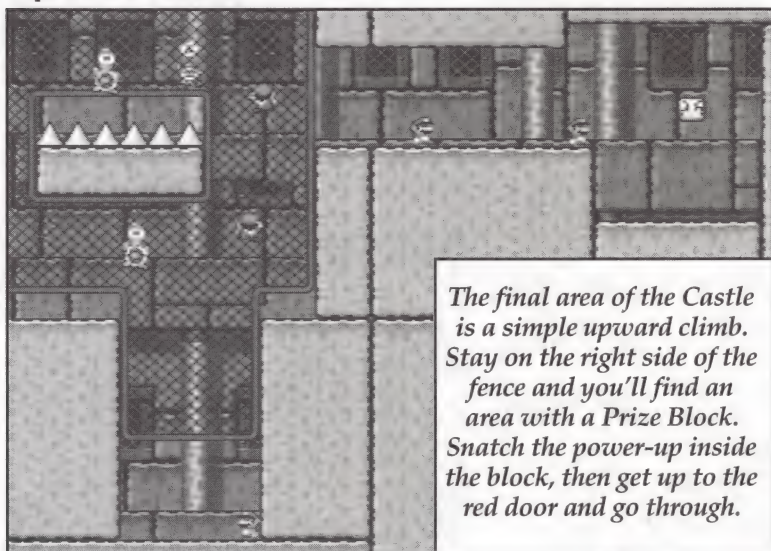
If you make it to the door, you'll find a Super Mushroom next to the door, waiting to be picked up!

Spike Sprint

In this section, the Bony Beetles are just a nuisance; the real danger is the spike-covered ceiling. Run to the left until you find the On/Off Switch. Hit it to make the ceiling raise back into the roof. Then keep going to the left. The final sprint to the door is a real hair-raiser!

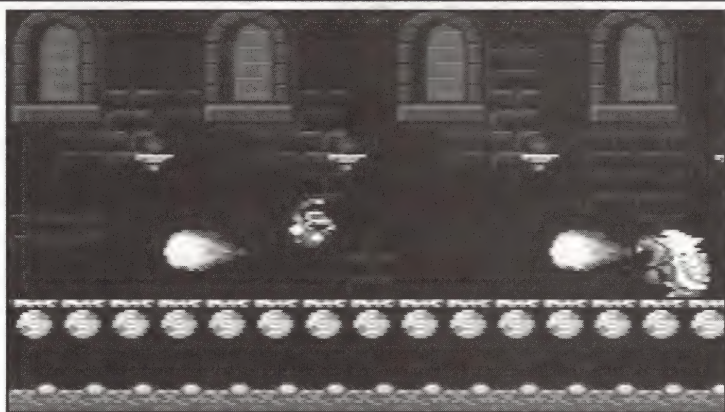


Up the Fence



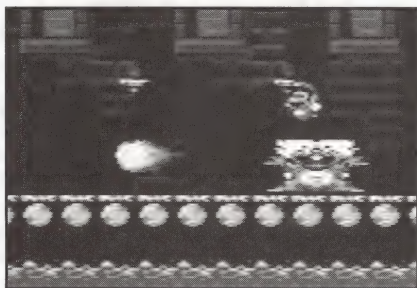
The final area of the Castle is a simple upward climb. Stay on the right side of the fence and you'll find an area with a Prize Block. Snatch the power-up inside the block, then get up to the red door and go through.

World 4: Cookie Mountain

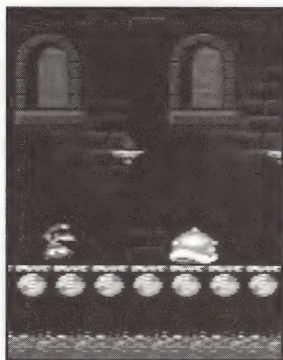


Defeating Ludwig

Run to the right until you see Ludwig von Koopa. He'll start exhaling fireballs! Jump and hit him on the



head. He doesn't like that, so he'll turn into a shell and start rolling at you!



Continue to jump over the shell as it homes in on you. After a while, he'll flip over you, land on the ground, and start shooting fireballs again. Knock him three times to defeat him!



World 5: Forest of Illusion



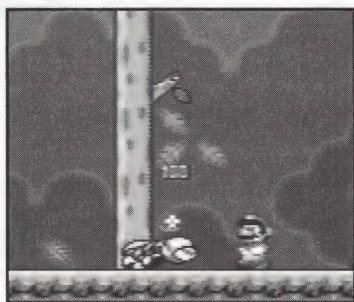
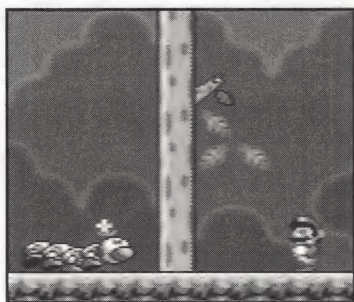
Into the mysterious forest you go! Most of the locations in this World are located within the trees. Almost every World in the Forest has two goals; you'll have to find one of the hidden goals to escape the Forest!

FOREST OF ILLUSION 1

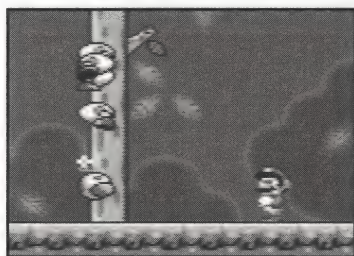
Major Enemies: Goomba, Koopa, Wiggler

You're at one of the most important Worlds in the game, although it may not seem like it. See The Secrets to find out why!

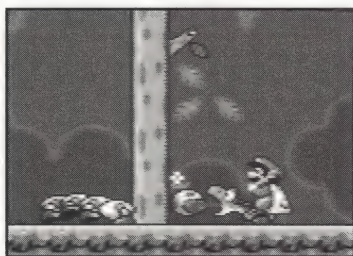
Wigglers



There are three ways to dispose of a Wiggler. First, you can use a regular or spinning jump to hit the Wiggler in the head. When you “deflower” the Wiggler this way, it will turn into a faster, deadlier, and nearly indestructible Wiggler!



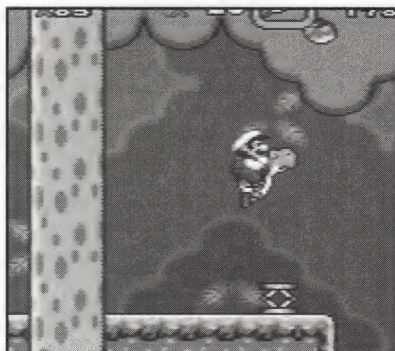
Second, you can throw a shell at the Wiggler. This will destroy it completely, all its sections scattering.



Third, you can use Yoshi to eat the Wiggler whole! This is the neatest-looking way of eliminating the creature.

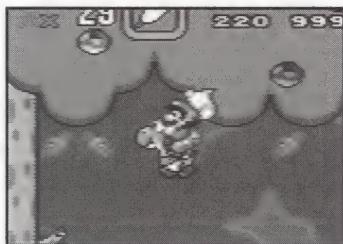
The Smiley Face Cloud

When you get Yoshi near the start of the World, go to the right until you spot a Pink Apple above a Jumping Board. Use the Board to bounce up and eat the fruit. Then start moving

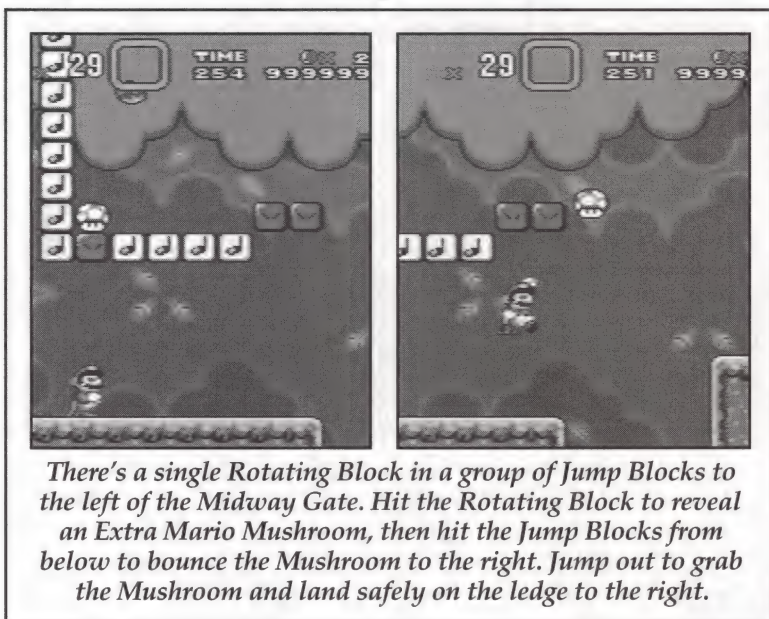


Super Mario World Secrets

to the left. You'll find the second Apple close to where you began the World. When you eat the second fruit, the Smiley Face Cloud will be hatched and begin to drop faces at you!



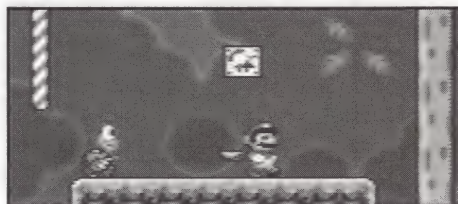
1-Up Between the Jump Blocks



There's a single Rotating Block in a group of Jump Blocks to the left of the Midway Gate. Hit the Rotating Block to reveal an Extra Mario Mushroom, then hit the Jump Blocks from below to bounce the Mushroom to the right. Jump out to grab the Mushroom and land safely on the ledge to the right.

Power-Up Block

You'll find this block just after the Midway Gate.

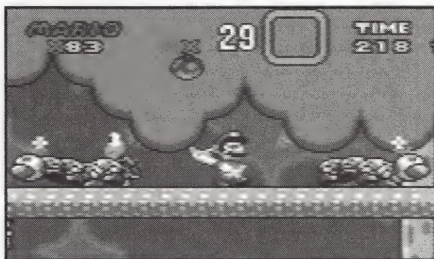


More Wigglers

Use the Goombas and Koopa shells to knock out the Wigglers that cover almost every step of the way

World 5: Forest of Illusion

between the Midway Gate and the Giant Gate. If you got the Super Star from the Power-Up Block, just run through them as fast as you can.

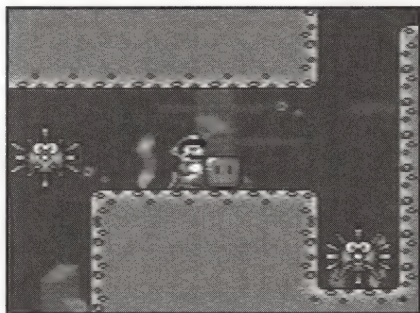


FOREST OF ILLUSION 2

Major Enemies: Blurps, Rip Van Fish, Urchin

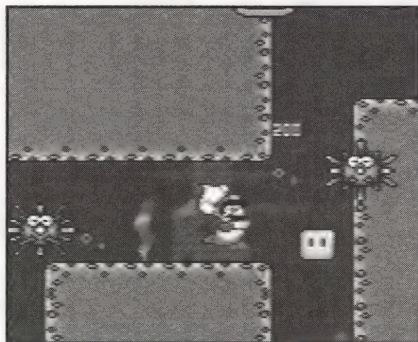
An underwater World with a few interesting areas. The hidden goal is pretty tricky to find!

Urchins



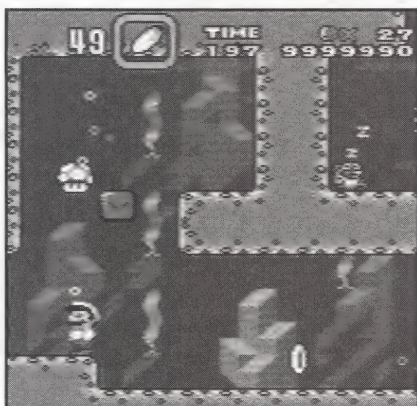
The Urchins swim in predictable patterns, so you don't have to worry about them attacking you. You only have to worry about Blurps attacking while you're swimming past an Urchin.

Pick up the Grab Blocks you'll find along the way and throw them at the Urchins. This is the only way you can destroy them; the Cape spin won't work, and the fireballs won't work either.

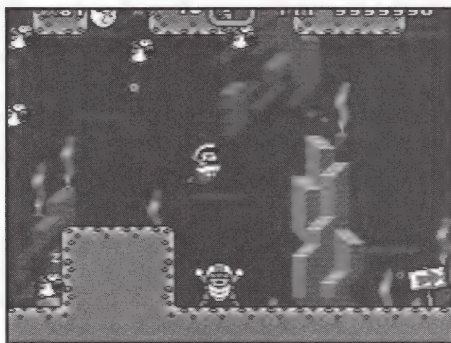


Hidden 1-Up

Keep swimming along the bottom of the World until you find a small chamber. You'll never be able to enter the chamber, because four invisible blocks are stretched out along the bottom of the chamber. Hit the third invisible block from the left to get an Extra Mario Mushroom. Wait for the Mushroom to fall at you before getting it. Then hit the other hidden blocks. If you hit any other blocks besides the 1-Up block, the Mushroom will never be able to fall out of the chamber.



Ripper Rush



A flotilla of Rip Van Fishes guards the goal. When Chargin' Chuck sees you, he'll let out a battle cry and wake them all up! Swim like crazy to get to the goal before the Rippers get you!

If you've got enough Rippers on your tail when you cross the goal, you'll rack up lots of bonus points, and maybe even score a 1-Up! Five Rippers ought to get you the extra life.

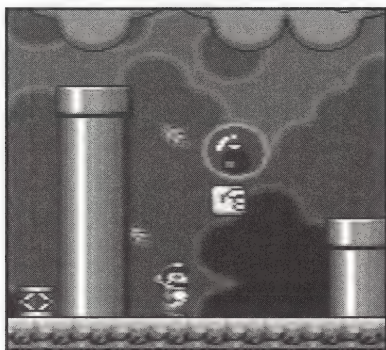


FOREST OF ILLUSION 3

Major Enemies: Bom-Omb, Goomba

This is the World where you have to find the hidden goal to advance to Roy's Castle. Finishing the normal way will take you to Forest of Illusion 4. See The Secrets if you can't find the hidden goal (but to be honest, it's totally easy to discover).

Bom-Omb Bubbles

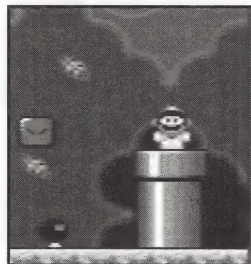


The Bom-Omps (and Goombas and even a few Blurps) bob along within bubbles in this World. A bubble will last until it hits an obstacle and pops, you use Yoshi to eat the monster within the bubble, or the bubble pops by itself.

Sometimes, it's best to wait at the left side of the screen for bubbles to float onto the screen from the right, hit obstacles, and pop. If you rush along, you'll usually end up being rained upon by Bom-Omps and Goombas.

1-Up Pipe

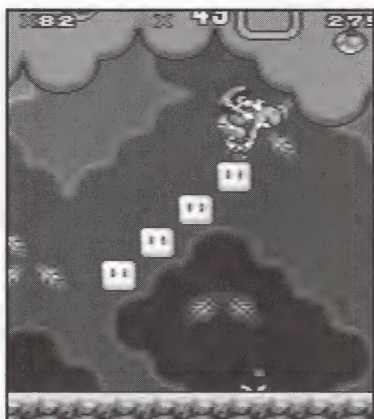
Go down the second blue pipe (the one on the right side of the Prize Block with Yoshi inside).



Pink Apples

There are three Pink Apples in the trees of this World. Eat the first or second fruit you find, but don't eat the first AND the second. Wait until you find the third Apple. This way, the cloud will hatch and fly along a

Super Mario World Secrets

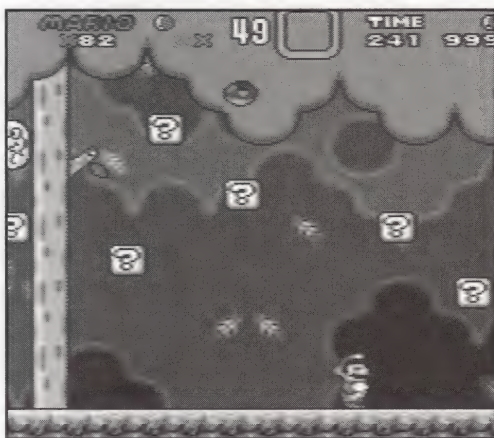


Don't eat the first AND the second Apple. Eat one, then find the third Apple and eat it.

long, flat ledge, making it easy for you to grab the Smiley Faces (and the Extra Mario Mushroom). If you eat the first Apple and then the second, grabbing all the Faces will be nearly impossible.

Prize Blocks

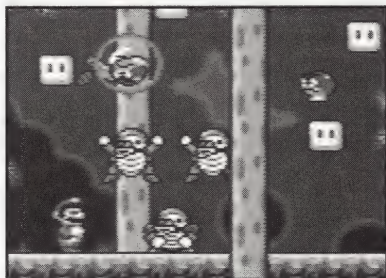
There's a large group of tempting Prize Blocks between the Midway Gate and the Giant Gate. Unfortunately, all they contain are coins; no Mushrooms, 1-Ups, or other power-ups. If you can't make it to the higher



blocks, get some Goombas and throw them upward to get the coins.

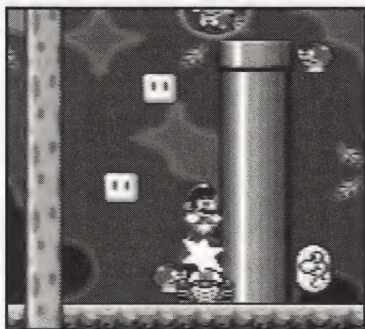
World 5: Forest of Illusion

Three Chucks

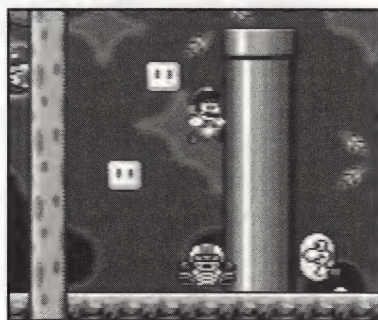


There's a single Chargin' Chuck near the goal who will split up into three if you get too close. To prevent this, throw a Goomba at him to knock him out before he does his splitting routine.

If you're a more daring player, there's a cool way to defeat all three Chucks easily. Just move against the green pipe and jump upward.



...be your guide!



Let the pipe...

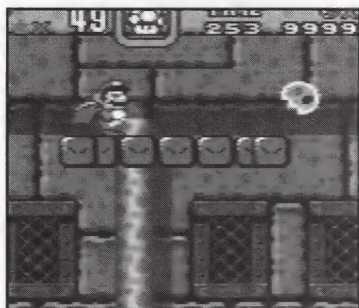
The Chucks will attack you from below, and you'll bounce off them repeatedly, eventually knocking them all out!

ROY'S CASTLE

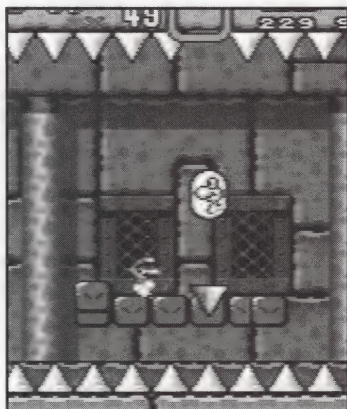
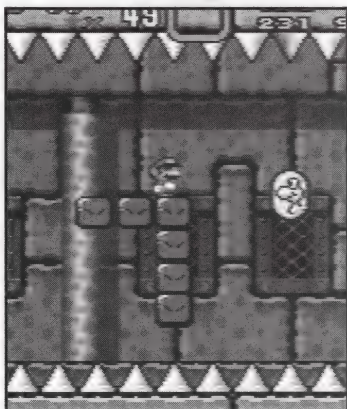
Major Enemies: Koopa Statue

Riding the brown snake is one heck of a challenge. The worst part is that you'll have to ride another one in a future Castle! Aargh!

Brown Block Snake



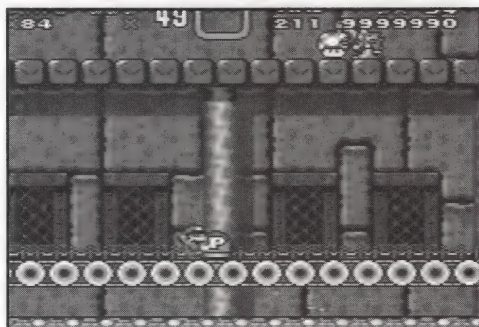
Run to the right and fall onto the brown blocks. The blocks will start to move! Keep up with the blocks as they crawl a path above the lava. If you fall, you're most heinously dead.



After passing the lava, you'll wind through an area with spikes. Look for the brown spikes—these spikes will fall when you get close to them. Use the R button to scroll the screen to the right, and the spikes will fall long before you reach them.

Do You Want the 1-Up?

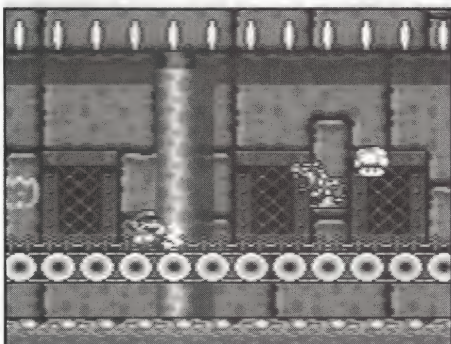
Pick up the Switch Block and run to the right. Jump over the fireball-breathing stone Koopa statue. If



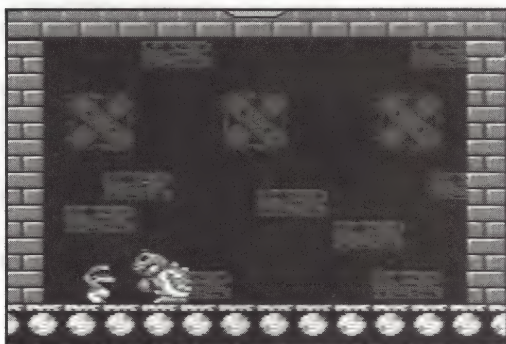
World 5: Forest of Illusion

you use the Switch Block, the Extra Mario Mushroom and the Koopa statue will fall from the top of the screen. Unless you really need the 1-Up, it's best not to use the Block. Instead, keep

going to the right. You'll have to pass a few transforming ledges before you reach the red door.

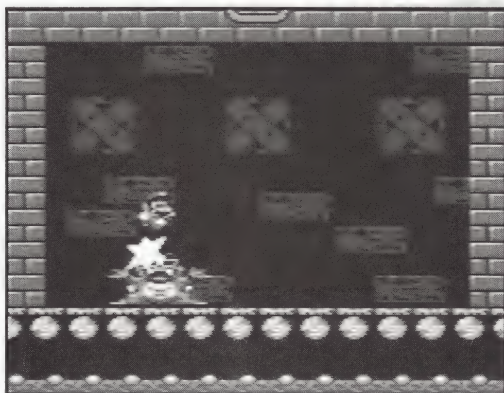


Defeating Roy



Roy's attack is very much like Morton Koopa Jr. He climbs the walls and jumps at you from the roof. The only difference is that this time, the walls are

slowly closing in on you. If you don't act fast enough, you'll be squashed by the walls! Hit Roy three times to advance to the yummy Chocolate Island.



CHAPTER 9

World 6: Chocolate Island



There's only one real pathway through this World, although you can use the pipes to take a shortcut. There are also a few hidden goals (of course), including one that you have to race the timer to find!

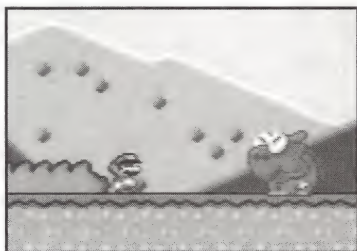
CHOCOLATE ISLAND 1

Major Enemies: Dino-Rhino, Dino-Torch

This World is straight out of prehistoric times! The dinosaurs make their first appearance here. You'll find all the power-ups you need to get past them alive!

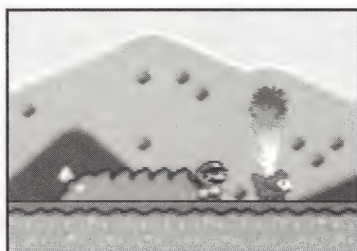
World 6: Chocolate Island

Dino-Rhinos and Dino-Torches



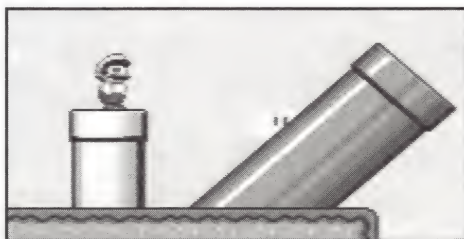
When you hit a Dino-Rhino with a regular jump, it becomes a Dino-Torch.

When you hit a Dino-Rhino with a spinning jump, you destroy it. It's usually better to destroy Dino-Rhinos, because Dino-Torches are



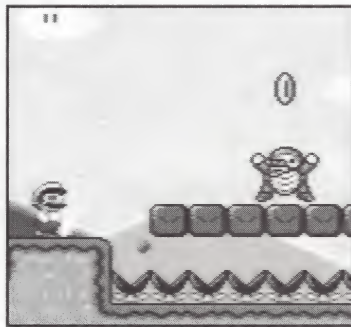
smaller, faster, and deadlier. Dino-Torches home in on you and breathe fire!

Cannon Pipes



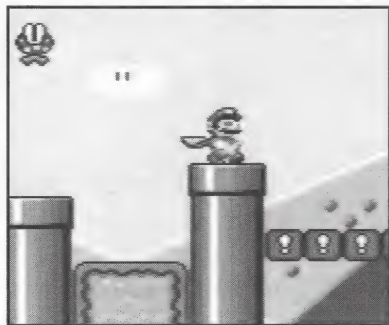
There are two cannon pipes in this World. The first one is just before the Midway Gate; the second is just before the Giant Gate. The distance between the second cannon and the Giant Gate is so great that you have to bounce off the Koopa to make it across.

Switch Block and Chargin' Chuck



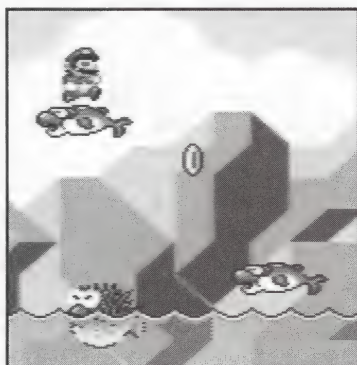
Use the Switch Block past the Midway Gate to turn the coins below Chuck into brown blocks. Now you can jump over him safely.

1-Up and Dolphin Riding



Look for a group of three blue pipes (with Pirhana Plants living in two of them). Go down the middle pipe. Hit the Rotating Block for an Extra Mario Mushroom, then use the Dolphins to jump to the right and

stay safely above the Porcu-Puffers. If you've got Yoshi, you can actually eat the Dolphins! Not very nice, but pretty funny to see. When you exit this underground area, you'll be shot out of the second cannon pipe.

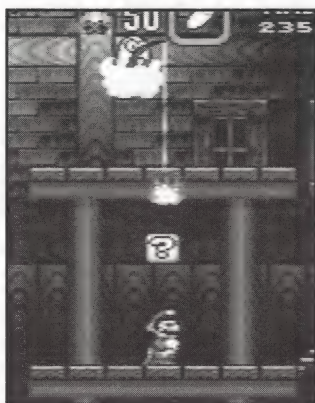


CHOCO-GHOST HOUSE

Major Enemies: Boo Buddies, Eeries, Fishin' Boo

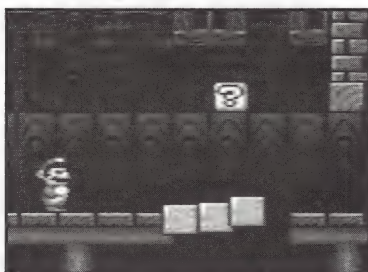
A pretty simple Ghost House, really. No complicated steps to get outside, and no complicated attack patterns by the Boo Buddies. Just get through and move on!

The Fishin' Boo



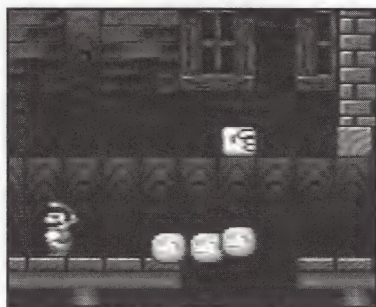
The first half of the House is a run to the right, through attack waves of Eeries. About halfway to the door, a Fishin' Boo will come onto the screen, with a white-hot flame dangling at the end of its fishing pole. Avoid the flame and avoid the Eeries. Move slowly to the right so you can dodge the Eeries.

The Block Boo Buddies

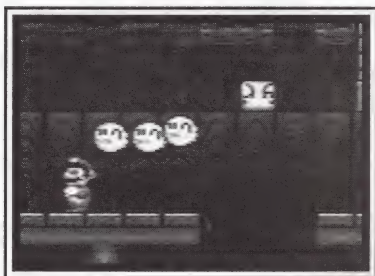


Block Boo Buddies. When you face them, they'll turn into blocks; when you turn away from them, they'll turn into Boo Buddies.

Once you pass through the door, run to the right. You'll see gray bricks beneath a Prize Block. The gray blocks are really

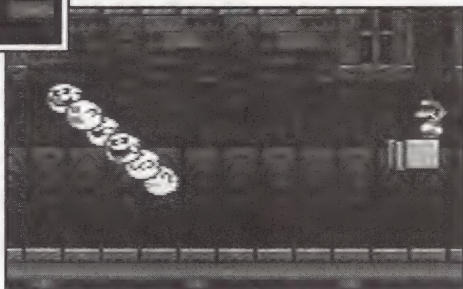


Super Mario World Secrets



Lead the Block Boo Buddies to the right until you see the exit door above you. Position the Block Boo Buddies to be stepping stones for you

to jump up to the door. Jump quickly, because once you stop facing them, they'll become Boo Buddies again.

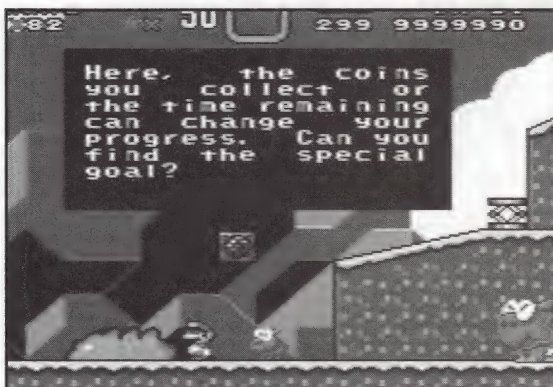


CHOCOLATE ISLAND 2

Major Enemies: Koopa, Dino-Rhino, Dino-Torch

This is the weirdest World in the game! It's the only one where you can't find the hidden goal normally—you have to race with the timer! See The Secrets if you just can't get to the hidden goal.

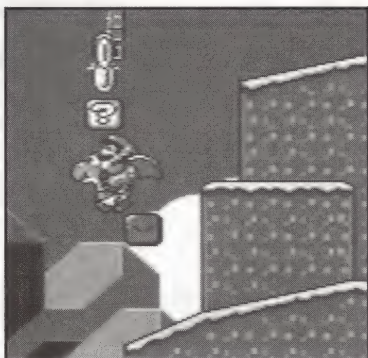
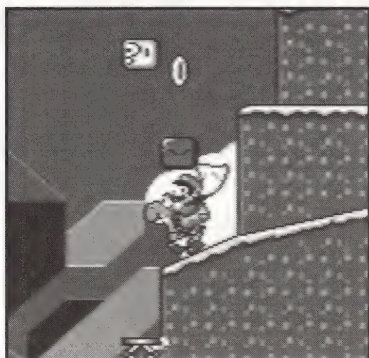
Special Goal Clue



The Message Block at the start of the World gives you a clue about the hidden goal. It's a bit misleading, but it may help you!

World 6: Chocolate Island

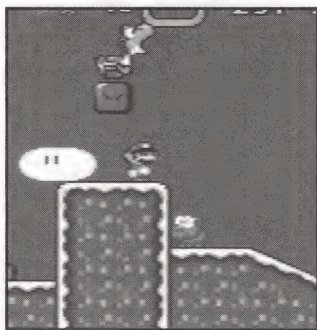
Invisible Block



Jump into the air just to the right of the Jumping Board and Prize Block to hit an invisible block with a coin inside. Now stand on this block with Yoshi and hit the Prize Block for tons of coins!

Yoshi

Look for your reptilian friend in the Prize Block between the Dragon Coins.

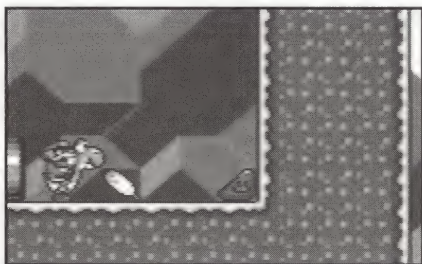


Which Pathway?

When you enter the pipe, you'll be taken to one of three areas, depending on how many Coins you collected: the Flying Zone, the Koopa Zone, or the Rex Zone.

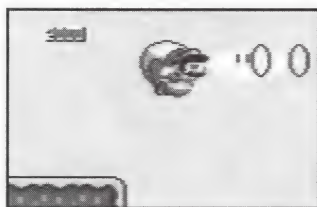
Flying Zone (21+ Coins)

Grab the feather and use the ramp to run up the wall. Then take off into the air. In this Zone, you've got to

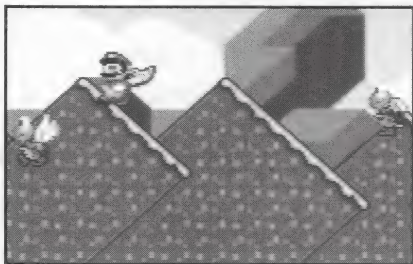


Super Mario World Secrets

know how to fly and keep (or gain) altitude. If you don't, you'll fall to your death before you make it to the pipe.



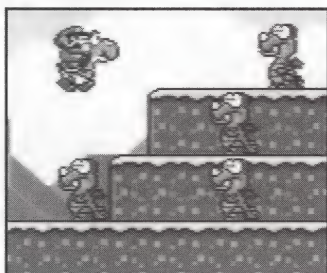
Koopa Zone (0-8 Coins)



A series of tough jumps across tilted cliffs. It's a bit easier with Yoshi since he can eat the red Koopas and clear the path ahead with fireballs.

Rex Zone (9-20 Coins)

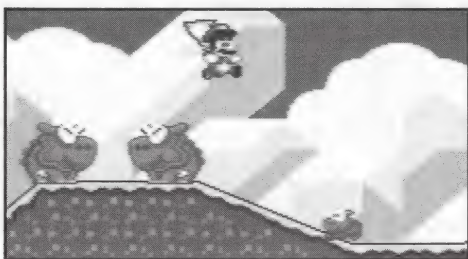
A bunch of Rexes come onto the screen as you go to the right. Not too hard to get past with the Cape, since you can hit them with the spin.



Where Now?

Depending on your time through the three Zones above, you may be taken to the Hidden Zone (see The Secrets for details on that one, since it's the hidden goal!), the Dino Zone, or the Bubble Zone.

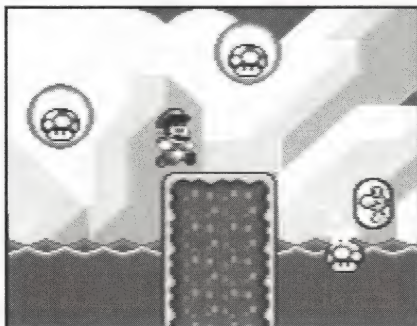
Dino Zone (235-249 on Timer)



Dino-Rhinos and Dino-Torches are the monsters here. There's a hidden Super Mushroom along the ground for you to collect.

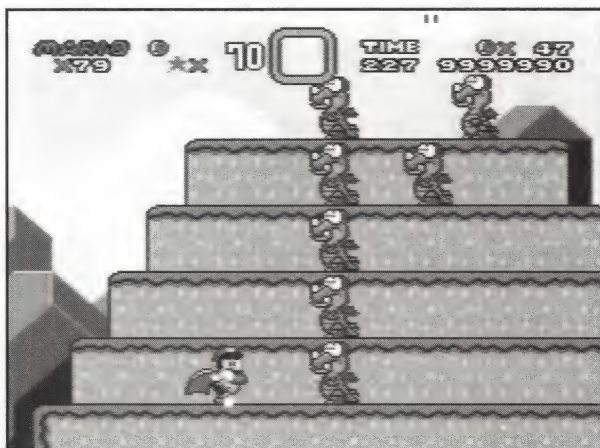
World 6: Chocolate Island

Bubble Zone (1-234 on Timer)



Super Mushrooms float along within bubbles in this Zone. It's possible to grab every one of them by going back and forth to cause the bubbles you missed to come back onto the screen!

Finish Zone



If you played through the Dino Zone or Bubble Zone, this will be your final stop. Rexes guard the Giant Gate to the right. Go through the Gate to finish the World!

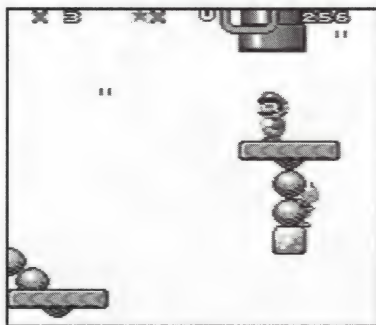
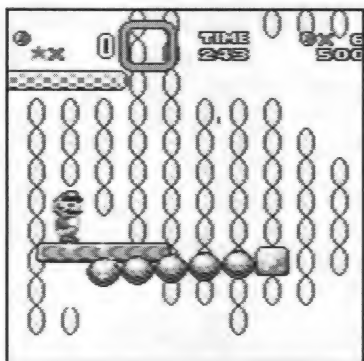
CHOCOLATE ISLAND 3

Major Enemies: Koopa

Here's the second case of a World where you have to find the hidden goal to advance. The signs at the end of the World are a pretty good hint about where to look. See The Secrets if you're stuck!

Coins in the Clouds

Hop along the spinning platforms until you see a blue pipe in the air. Jump into the pipe to enter a cloud area full of coins (and a Dragon Coin).



Stand at different places on the spinning brown platform to get as many coins as possible. Once you fall to the bottom of the area, there's no getting back up.

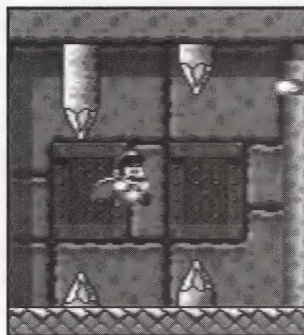
CHOCOLATE FORTRESS

Major Enemies: Thwimps, Thwomps and Reznor.

Here's the only Fortress in the game that you'll encounter along the normal path. There are three more Fortresses waiting for you on the hidden pathways—can you find them?

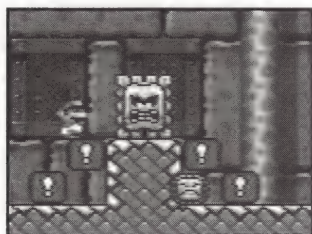
Spikes and Fireballs

The first half of the Fortress is a sprint through spikes that come out of the ceiling and floor. Don't poke yourself on the spikes, and watch out for the fireballs! There's a Midway Gate waiting for you next to the door.



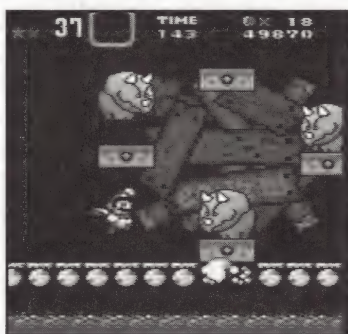
World 6: Chocolate Island

Thwimps and Thwomps...



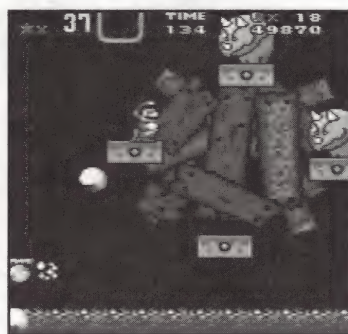
The second area of the Fortress is filled with Thwimps and Thwomps. Keep moving to the right slowly and smoothly. If you've tripped the various Switches, some of the Thwimps and Thwomps will be trapped behind colored blocks. Finally, if you found the Green Switch, a Green Feather Block will be ready and waiting on the left side of gray door leading to...

...and Reznor. Oh my!



We detailed how to beat this four-headed freak in The Basics (look under Bowser's Army), but we'll do it again.

Hit one or more of the rhinos from underneath. When the ledge starts to disappear, jump onto a free platform. Now hit the



remaining rhinos while standing on the platform. When all four rhinos are gone, you've cleared the Fortress!

CHOCOLATE ISLAND 4

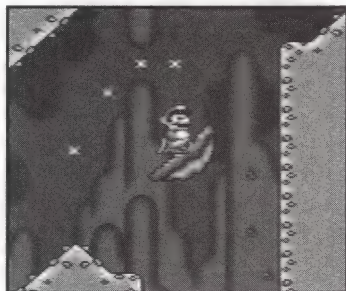
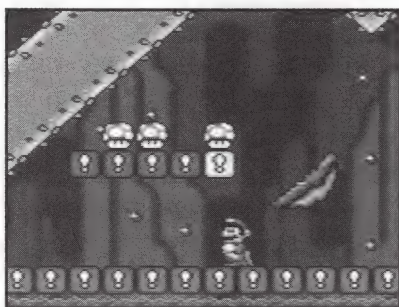
Major Enemies: Chargin' Chuck, Mega Mole

There's a pipe in this World filled with items. It's best to bring the Cape to this World for the best chance of collecting them all.

Slanted Ledges

The floating ledges in this World are tilted to the left and right.

Three 1-Ups

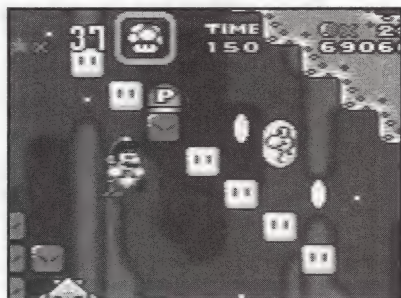


Travel along the bottom of the World until you spot three Extra Mario Mushrooms. If you have tripped the Blue Switch, the entire path to the Mushrooms will be paved over with handy blue Exclamation Blocks.

If you haven't found the Blue Switch, you'll have to make a series of tricky jumps along the slanted ledges to get them.

Get into the Gray Pipe

Look for a group of seven Rotating Blocks (aligned diagonally) and two groups of brown blocks below it. Hit the third Rotating Block from the top for a Switch Block. Hit the



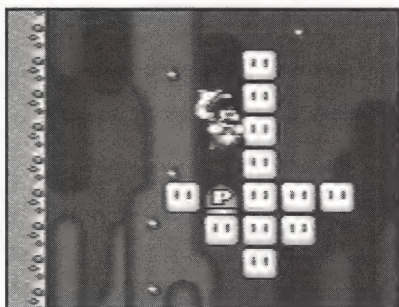
World 6: Chocolate Island

Switch Block to turn the brown bricks into coins. Dart into the high tunnel for a Dragon Coin, and into the lower tunnel to enter the gray pipe.

The Gray Pipe

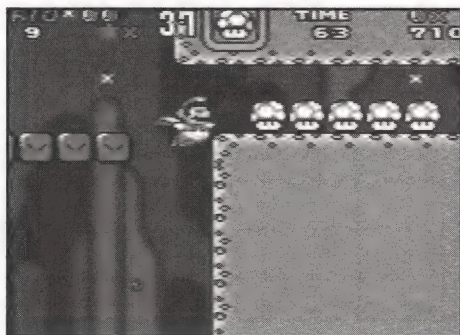
If you enter the pipe without a Cape, you won't be able to get quite as many goodies as you can with it, but you can still rake it in. Here's what to do in each situation.

With the Cape: Hit the Switch Block in the Rotating Block arrow, then fall down the right side of the shaft. You should land at the bottom of the shaft, or end up next to three Extra Mario Mushrooms.



From here, use the Cape to fly into the air and through the holes you created as you were falling down. Enter each tunnel on the right and collect the items. If you search

every tunnel, all the way back up to the top of the shaft, you'll find six Extra Mario Mushrooms, two Cape Feathers, a Super Star, a Fire Flower, a Super Mushroom, and some coins.



Without the Cape: Hit the Switch Block in the Rotating Block arrow, then wait seven seconds of game time (i.e., if you hit the Switch Block when the timer says 229, wait until it says 222). Leap off the arrow and fall down the right side of the shaft. You should land next to a Feather. Pick it up and use it to fly upward, through the holes, for items. You'll get practically everything you'd get with the Cape, except for the three Extra Mario Mushrooms near the bottom of the shaft.

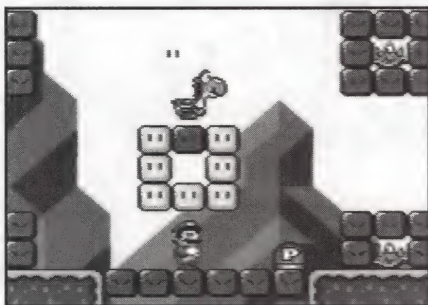
CHOCOLATE ISLAND 5

Major Enemies: Chargin' Chuck, Para-Bomb, Para-Goomba, Spike Top

A strange World. Bring your Cape and you'll be able to turn the Spike Tops into special coins by using a Silver Switch Block.

The Rotating Block Square

Hit the Rotating Blocks on the right side of the square to get a hidden power-up, then hit the Prize Block for Yoshi. You'll want your dinosaur friend during the rest of the World.



Don't hit the Switch Block near the square just yet. See "Silver Switch in the Clouds" for the reason why.

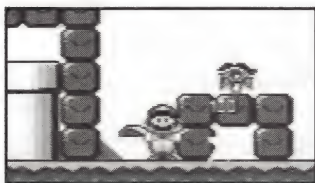
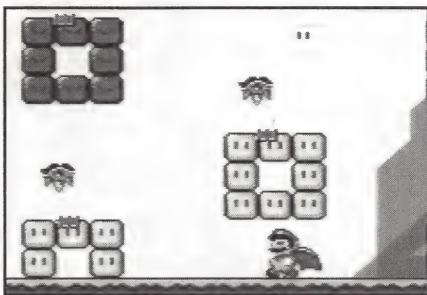
Eliminate the Spiny's

The pesky Spiny's in the brown block squares can be eliminated



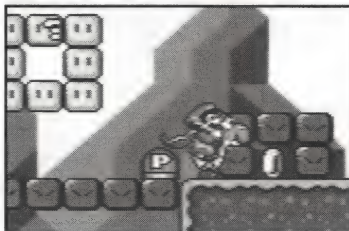
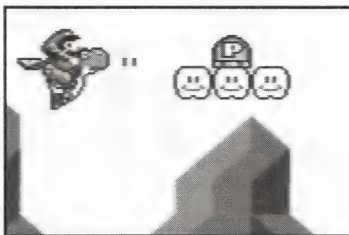
World 6: Chocolate Island

in many ways. You can eat the Spinys out of the squares with Yoshi; use the Cape and dive-bomb into the ground, knocking out the Spinys; spin with the Cape to hit



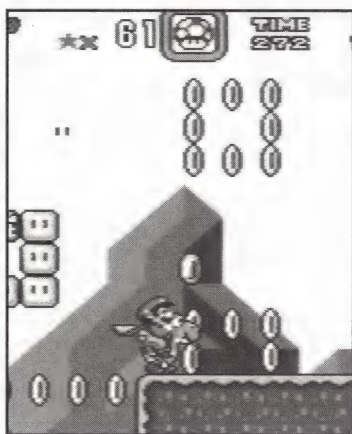
the Spinys. However, the best strategy is not to hurt the Spinys at all. Read on to find out why.

Silver Switch in the Clouds

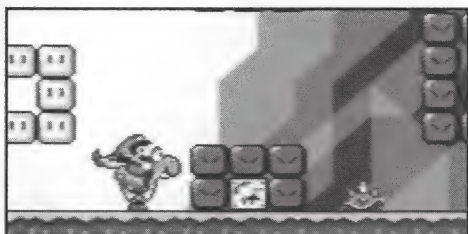


silver Switch will turn the Spinys into silver coins that are worth more points for each one you collect (get enough of them and you'll get a 1-Up, 2-Up, 3-Up and so forth, instead of points).

Use a Cape to soar into the air above the Rotating Block Square. Then carry the silver Switch down to the ground. Use it, then use the regular blue Switch. The regular Switch will turn the brown blocks into coins; the



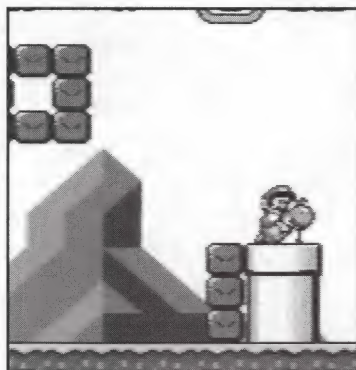
Power-Up Block



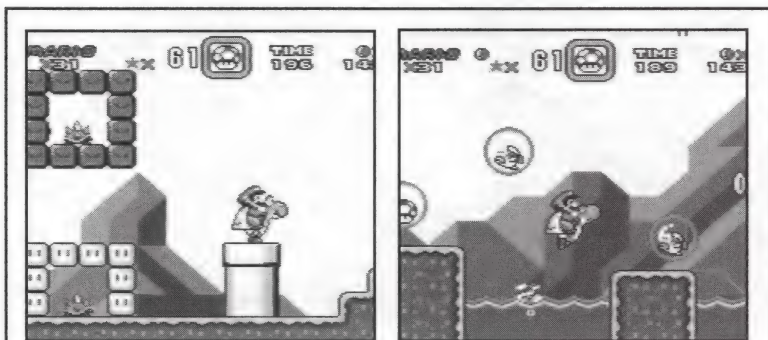
You'll find this block about half-way between the start of the world and the Midway Gate. You can use Yoshi to get the power-up, since the block is on the ground. Or you can use the Cape and power-dive into the ground.

1-Up Pipe

Go down the first yellow pipe you find (you'll need to hit the regular Switch to turn the brown blocks surrounding the pipe into coins). The 1-Up Pipe will exit near the Midway Gate.

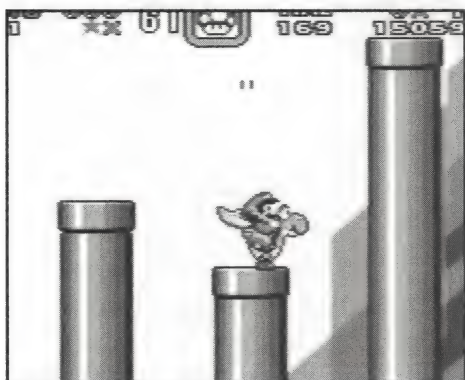


Blurp Pipe



Go down the gold pipe just before the watery section of the World. Then run to the right to collect the coins while avoiding the Blurp bubbles. You'll exit near the Midway Gate (the same exit as the 1-Up Pipe).

Moving Pipes and Transforming Ledges



Between the Midway Gate and the Giant Gate, you'll have to jump past a series of pipes and ledges. With the Cape's floating ability, you'll have a much easier time.

WENDY'S CASTLE

Major Enemies: Dry Bones, Grinder, Hothead, Li'l Sparky

Wendy's Castle is challenging! That's probably why there's a Midway Gate to be found, along with a few Prize Blocks. You'll need them!

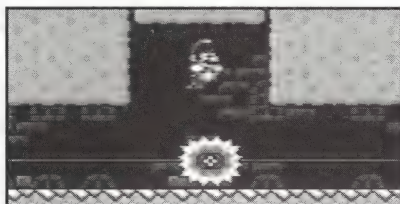
Dry Bones and Spikes



Grinders while the spikes come out of the ceiling. Be careful! There's a Prize Block to the left of the Midway Gate and door.

The first half of the Castle is an area filled with spikes and Dry Bones. Jump on the Dry Bones and run past the spikes.

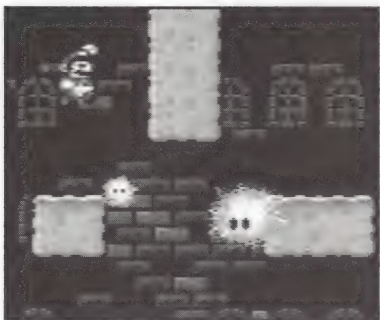
There are also Grinders running along the white tracks. In some situations, you'll have to wait near



Super Mario World Secrets

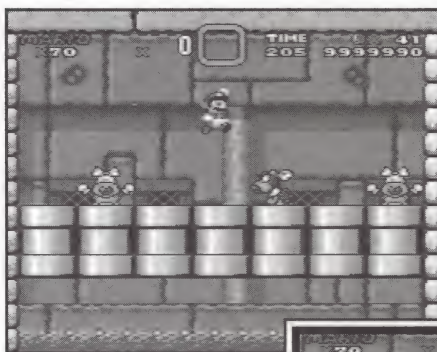
If you die after touching the Midway Gate, you should return to the left when you begin your next life to collect the power-up from the Prize Block (unless you're already powered up).

Hotheads and Li'l Sparkys



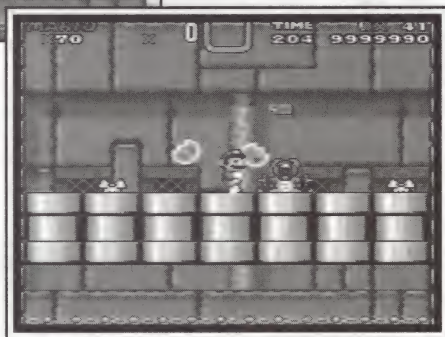
The second half of the Castle is filled with sparks! Jump past them, but take your time. You'll have to make several jumps onto tricky platforms. If you make it to the red door, you'll be okay.

Defeating Wendy



Wendy attacks like her brother Lemmy. Three Koopas peek out of the pipes; two are decoys, but one

is the real Wendy. Hit her on the head three times to knock her into the pool of lava!

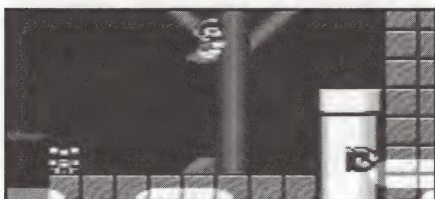


SUNKEN GHOST SHIP

Major Enemies: *Bullet Bill, Boo Buddies, Eeries, Koopa*

This is the only World in the entire game where you can have Yoshi with you when encountering the Boo Buddies. You'll notice that in this World, Yoshi looks like a ghost himself! Perhaps this little graphic glitch is why you can't bring Yoshi into the Ghost Houses...

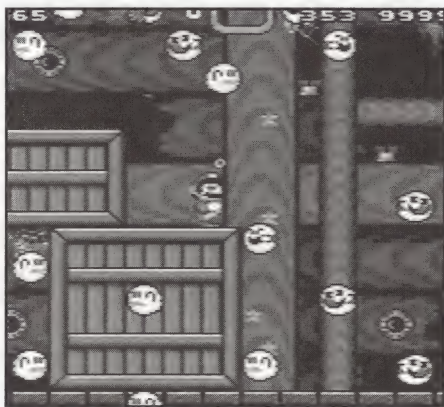
Swim Through the Bullet Bills



Swim to the right to find the yellow pipe. Stay high on the screen to avoid the Bullet Bill cannons.

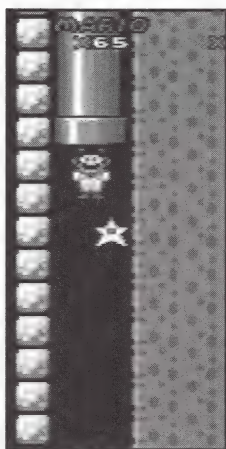
The Haunted Ship's Hold

As you swim to the right, you'll get the attention of a few Eeries, and then a flock of Boo Buddies! They will appear simultaneously, covering the entire screen, leaving just enough room for you to swim through them. The faster you move to the right, the faster you'll get through the incredibly dangerous Boo Buddies.



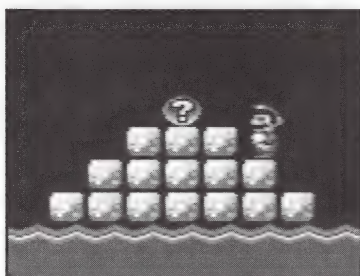
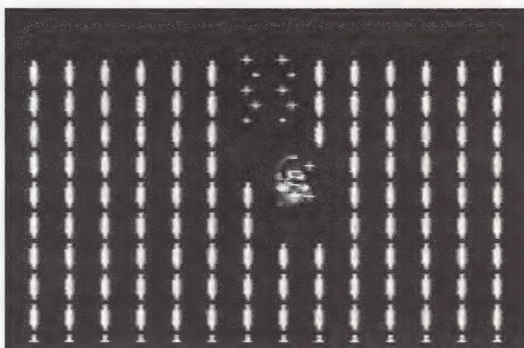
Before you can exit the ship's hold, you've got to get past two Boo Buddy rings. Watch out for the individual Boo Buddies—they move extremely fast. Face them whenever possible so they don't swim at you.

The Long Fall



with a Prize Block above it. The Prize block holds another Super Star.

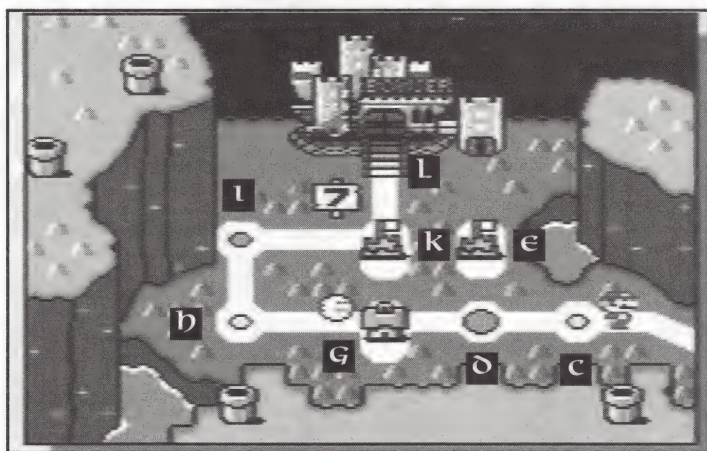
After exiting the ship's hold, you'll fall down a narrow shaft and get a Super Star, then enter a huge shaft. If you've got the Cape, you'll be able to float downward, hitting lots of Koopas for points (and 1-Ups). Stay near the middle of the shaft and aim to land on a stone ledge



At the bottom of the shaft, you'll hit a deep pocket of water. Jump onto the stone pyramid and touch the green sphere to finish the World and open up the entrance to the Valley of Bowser!

CHAPTER 10

World 7: Valley of Bowser



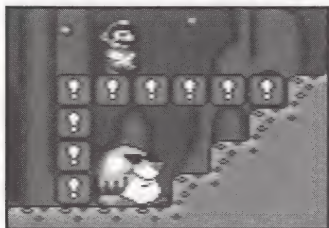
This is it! You've got six more locations between you and Bowser—if you don't find any of the hidden Worlds, that is!

VALLEY OF BOWSER 1

Major Enemies: Chargin' Chuck, Mega Mole

The 3-Up Moon is the neatest secret about this World. Bring a Cape and you can spin through the Chucks and Moles with ease.

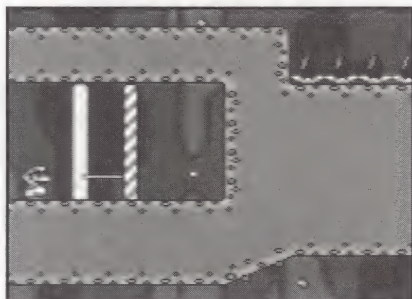
Trapped Mega Mole



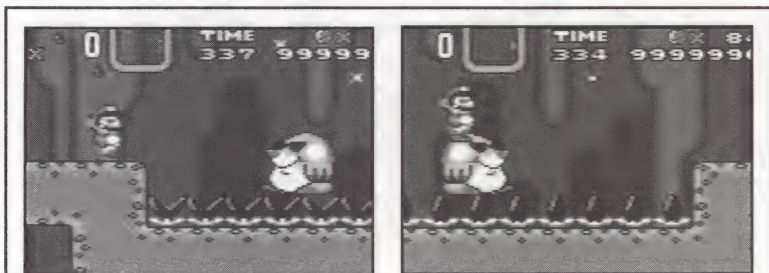
If you've found the Red Switch, the Mega Mole at the start of this World will be trapped behind a barricade of red Exclamation Blocks.

Midway Gate

Keep walking along the highest tunnels and you'll find the Midway Gate.



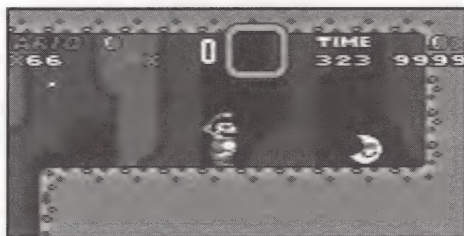
Ride the Mega Mole



There's a group of unnamed creatures above and to the right of the Midway Gate. You can't pass them without being hurt, unless you wait for an Mega Mole to show up. Jump on the Mole's head and he'll carry you across the creatures.

3-Up Moon

Keep running to the right after you pass the deadly creatures and jump over the gap to find the 3-Up.

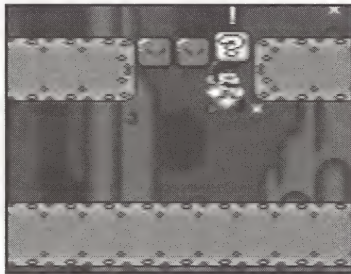
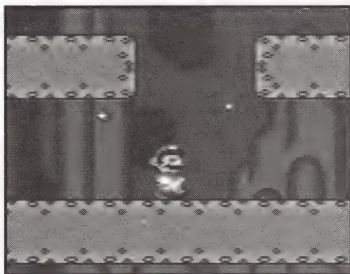


World 7: The Valley of Bowser

Green Feather Block

If you found the Green Switch, you can get a Feather from a green block below and to the left of the Midway Gate.

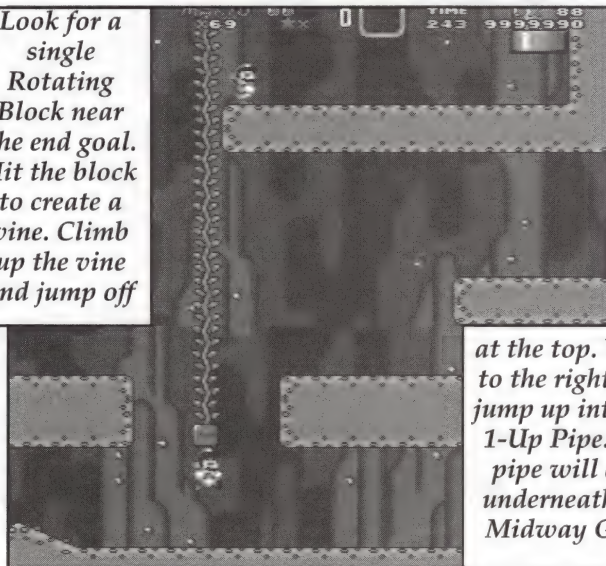
Fill the Gap with Hidden Blocks



There's one tunnel past the Midway Gate with a gap that's virtually impossible to run across. Drop into the tunnel below the gap and jump upward to hit the hidden blocks in the gap! Now you'll be able to run across without falling.

1-Up Pipe

Look for a single Rotating Block near the end goal. Hit the block to create a vine. Climb up the vine and jump off



at the top. Walk to the right and jump up into the 1-Up Pipe. The pipe will exit underneath the Midway Gate.

The Exit Pipe

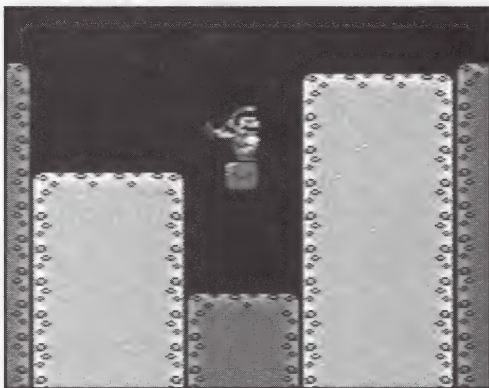
Run into the tunnel to the right of the Rotating Block vine.

VALLEY OF BOWSER 2

Major Enemies: Koopa, Swoopers

This World is broken into three sections. The second section (the Sand Maze) is the toughest, but the other two are tricky in their own right. The hidden goal in this World took us a long time to discover; will you find it without looking in The Secrets?

Moving Sand Bars



The sand bars themselves aren't tricky, but the Swoopers are. They'll attack from the top of the screen, and since the sand bars are so high, you'll only have a split-second to

react to them. Stay as low as you can and move slowly to the right.

Halfway through the sand bars, watch out for the Rainbow Koopa. It will fly at you to guard the Prize Block.

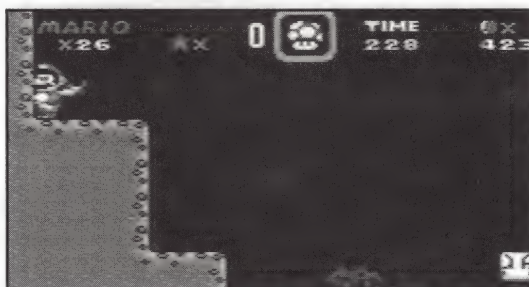
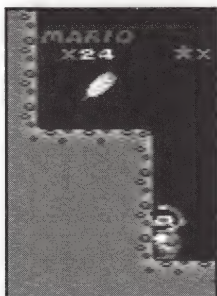
Midway Gate

The Midway Gate is just before the pipe leading to the Sand Maze.

World 7: The Valley of Bowser

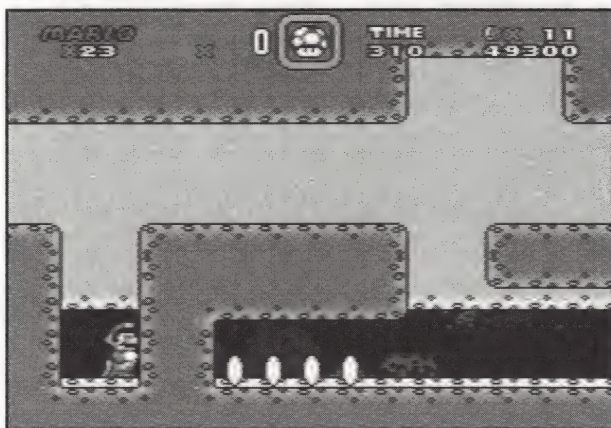
Hidden Feather Block

Before you go into the Sand Maze, jump up the ledges on the left. Stand



on the highest ledge, as far to the left as you can go, and jump up. You'll strike a block hidden off the screen. Eventually, a Feather will float down for you to grab.

The Sand Maze

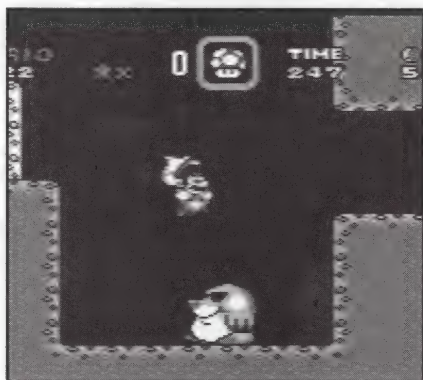
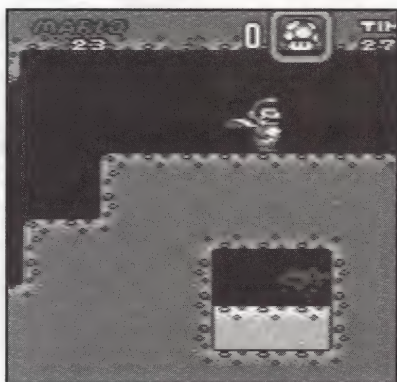


Use the R button to move Mario as far to the left as possible. This will allow you to see farther ahead in the Maze and spot safe areas to duck into while the Maze moves up and down.

The Sand Maze requires some experience to know when to run and when to stop, but you'll pick that up after a few play sessions.

Mega Mole Pits and Crushing Sand

The third and final part of the World has you running to the right through narrow tunnels, trying to avoid being crushed by rising sand bars. Avoiding these bars is easy enough; getting past the pits between the tunnels is harder. Use the Cape to



float to the right, over the creature-filled pits. You can also land on the Mega Moles in the pits and then jump off their heads to the right.

If you've found the Red and Blue Switches, the pits will be lined with blocks, preventing you from falling onto the creatures at the bottom of the pits. You'll still have to watch out for the Mega Moles, however.

VALLEY GHOST HOUSE

Major Enemies: Boo Buddies

This Ghost House presents not one, not two, but six doors to choose from! Two of them lead to the exit, three of them take you to the room with the hidden goal, and the last one takes you back to the start of the House.

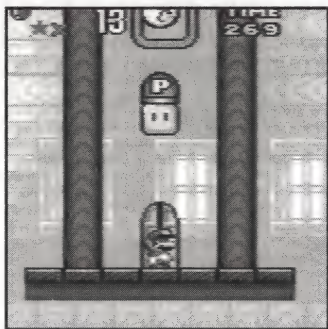
World 7: The Valley of Bowser

Jump Past the Blobs

The first section of the World is a series of jumps past floating green blobs. None of the jumps is hard, but it helps to have the Cape (for floating purposes).



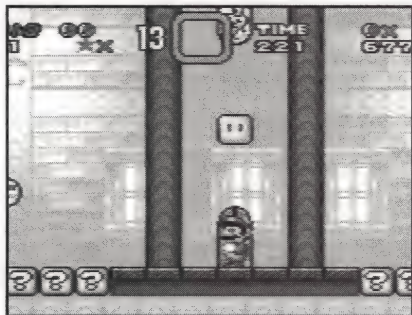
Which Door?



you'll create two ledges, one leading to



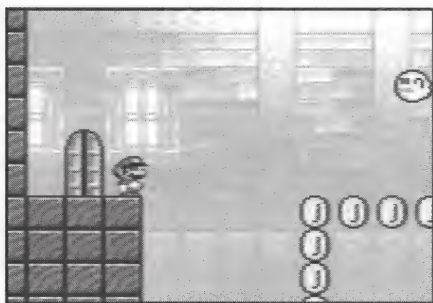
The second section of the House starts you directly underneath a Switch Block atop a Rotating Block. By using the Switch Block,



the left and one to the right. If you wait a moment after hitting the Switch Block, a Super Star will fall down for you to take.

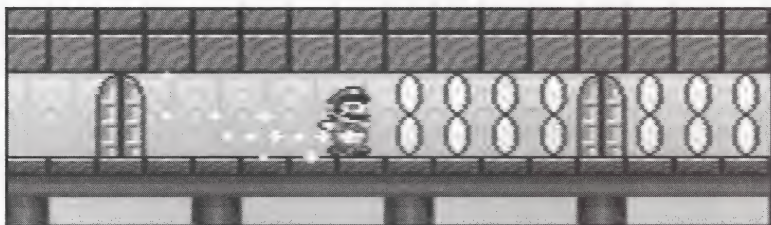
If you take the ledge to the left, you'll find a single door that takes you to the right side of the Coin Snake room (see below). If you go to the right, you'll find a long, coin-filled tunnel with five doors to find. The

Super Mario World Secrets



Take the left door...

farther down the tunnel you run, the more doors you'll find before the coins turn back into brown blocks. Here's where each of the doors take you (Door 1 being the leftmost door in the tunnel).



or go right and into the Coin Tunnel.

Door 1: The start of the House.

Door 2: The right side of the Coin Snake room.

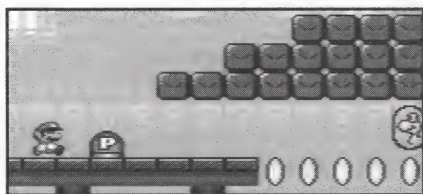
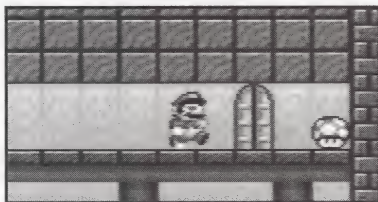
Door 3: Exit.

Door 4: Exit.

Door 5: The left side of the Coin Snake room.

1-Up

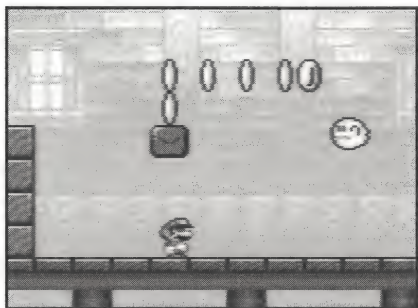
There's an Extra Mario Mushroom next to Door 5. You'll have to run fast to get it!



The Coin Snake Room

The best way to enter this room is on the left

World 7: The Valley of Bowser



side, through Door 5 (see above). You'll find extra coins this way, along with a Switch Block.

On the right side of the room, the Prize Block holds a coin snake. Hit the block

and steer the "snake" with the controller. Remember that if the snake hits itself, it will stop forming. When the snake runs out of steam, collect the coins and go through the door to return to the second section of the House (under the Switch Block).

VALLEY OF BOWSER 3

Major Enemies: Banzai Bill, Koopa

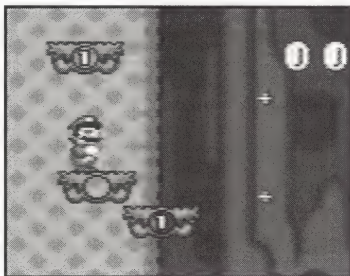
This is a straightforward World with no hidden goal and not much action. The timed platforms are interesting, anyway.

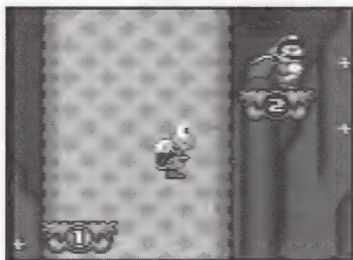
Timed Platforms



out of the sky when they hit zero. Most of the timed platforms are set for only

The timed platforms will start counting down when you land on them, and they'll fall

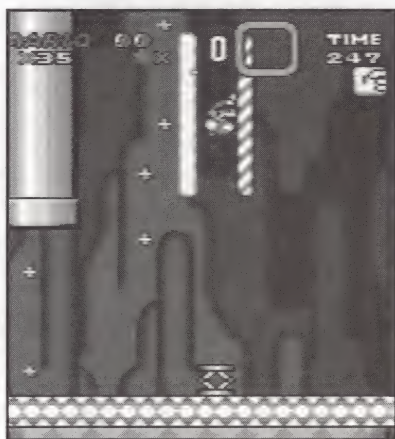




one second, but a few can be ridden for four seconds. It's critical to stand on the timed platforms as little as possible, or you're going to plunge to your death over and over again.

Midway Gate

Use the Jumping Board to hit the Midway Gate, then pick up the Board and move it underneath the Prize Block. Jump up to hit the block for a Super Mushroom or Fire Flower (depending on your condition when you hit the block).



1-Up

There's an Extra Mario Mushroom on a small stone platform just before the goal. Jump off the timed platform to get it.



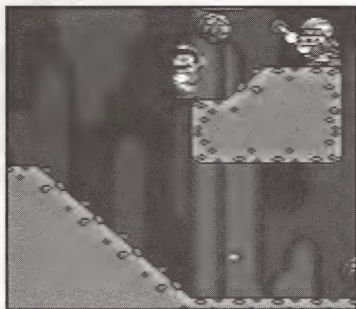
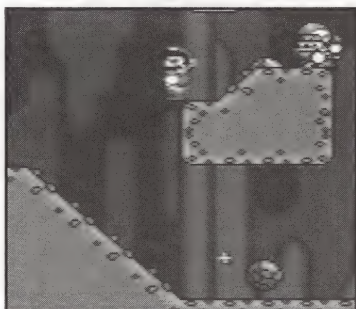
VALLEY OF BOWSER 4

Major Enemies: Chargin' Chuck, Koopa

The plentiful Chucks make this a tough World. There are several tricky areas that require excellent reactions. On the plus side, you can get a Feather and Yoshi before you go even halfway into the World.

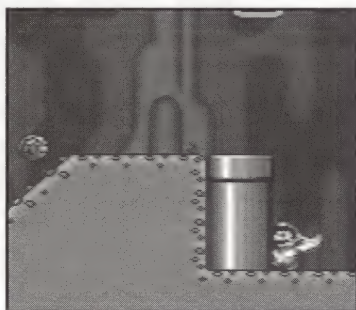
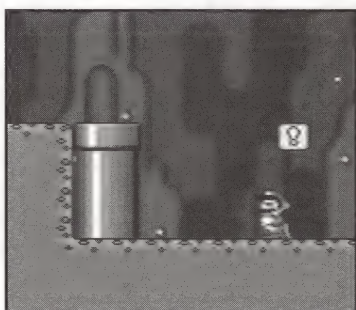
World 7: The Valley of Bowser

Shoveling Chucks



The Chucks in this World use shovels to dig out boulders to roll at you. If you have the Cape, you can spin attack the Chucks as usual. With Yoshi, you can eat the boulders thrown at you. You can also use the Cape to spin and hit the boulders.

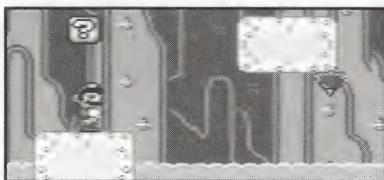
Ghost Chucks?



Eliminate the Chuck on the ledge to the left of the blue pipe. Move to the right until the ledge disappears off the left side of the screen, then return to the left. A boulder will come out of the ground, even though Chuck is gone! Spooky! There are several locations in this World where you can create these "ghosts."

Icy Underground

Go down the first green pipe you find. You'll enter an icy cavern

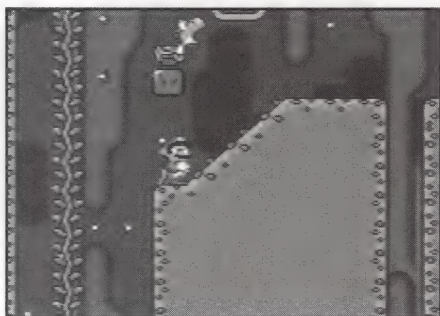


Super Mario World Secrets

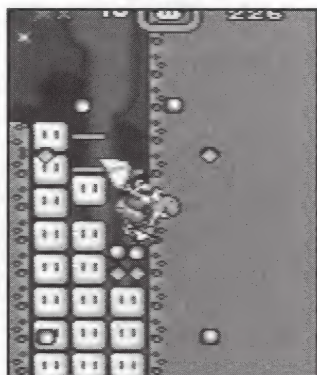
with a Prize Block for power-up purposes. The cavern's exit takes you to the blue pipe next to the Ghost Chuck.

Where's Yoshi?

Hit the Prize Block at the top of the vine to get Yoshi. The longer you can keep Yoshi with you, the better.



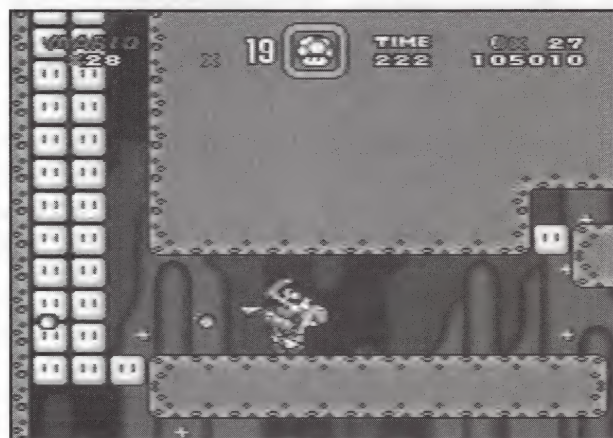
Two Shafts



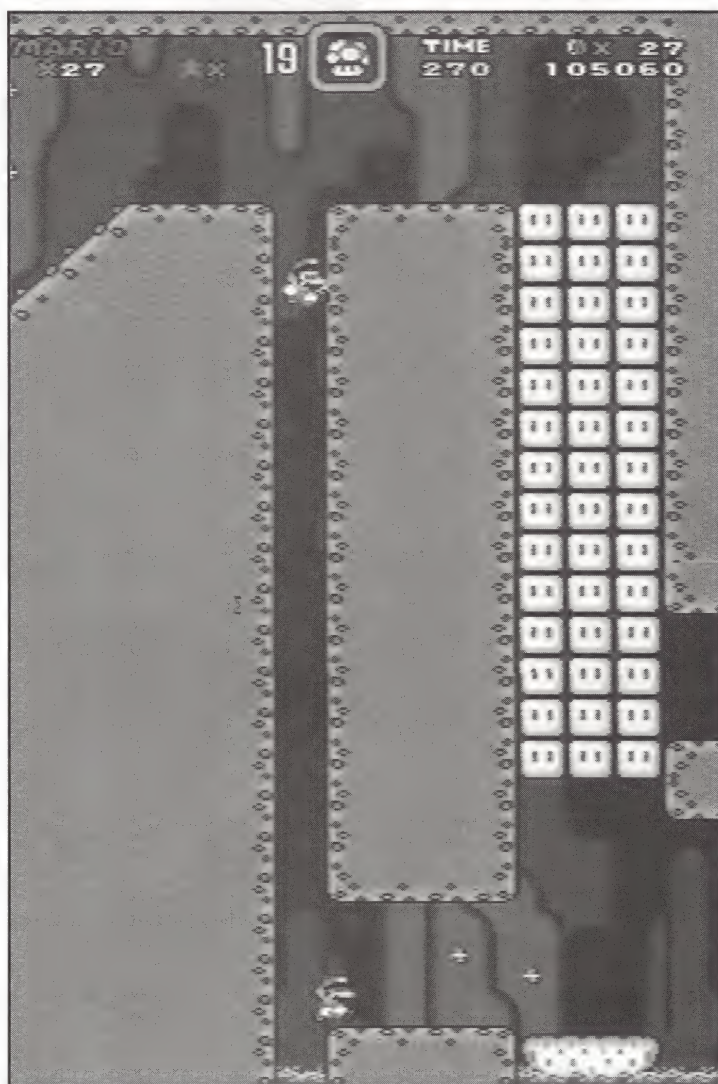
After you get Yoshi, you'll find two shafts, a very narrow shaft and a shaft filled with yellow blocks.

If you're anything but Small Mario, take the shaft on the right.

Spin to bust through the blocks and stay on the right side of the



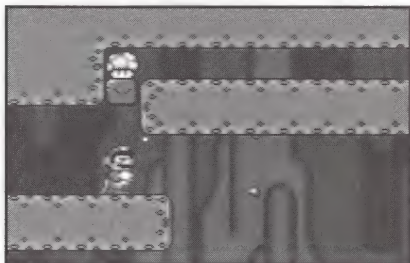
World 7: The Valley of Bowser



shaft. You'll eventually fall into a horizontal tunnel that leads to the 1-Up block.

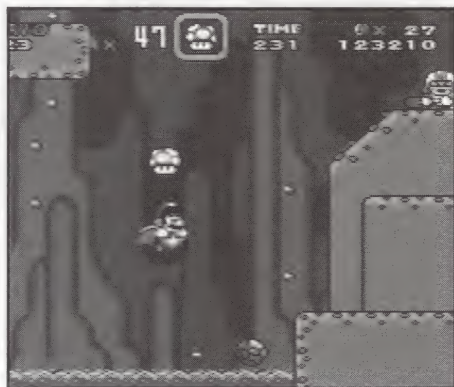
If you're Small Mario, you'll have to use the narrow shaft on the left. Aim to the right so that you'll fall in that direction as you leave the shaft. If you don't, you'll dive right into the lava.

1-Up

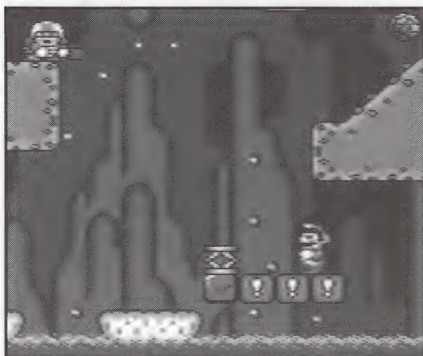


Hit the Rotating Block on the left side of a very narrow tunnel. An Extra Mario Mushroom will appear and start moving down the tunnel. Run to the

right. You'll have to catch the Mushroom as it falls down toward the lava. It's a tough maneuver, and there are easier ways to get extra lives, so don't sweat it if you don't catch the mushroom.



Springtime



Near the goal, you'll have to use a Jumping Board to jump up and over a shoveling Chuck. If you've found the Blue Switch, there will be a small ledge to the right of the spring that you can stand on.

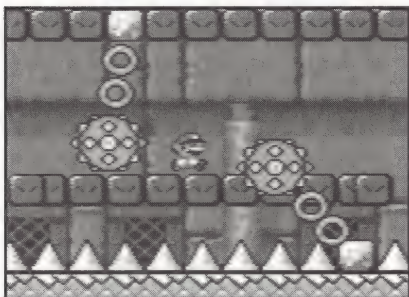
Otherwise, you'll have to jump onto, and off of, the spring as fast as possible.

LARRY'S CASTLE

Major Enemies: Ball'N'Chain, Dry Bones, Magikoopa

Just when you thought it was safe to go into a Castle... the Brown Block Snake is back! And this time, the ride is much more hazardous. If you survive the Snake, you'll get to run through an area guarded by the Magikoopa! Could things get any harder? Probably not!

A Wild Ride on the Brown Blocks



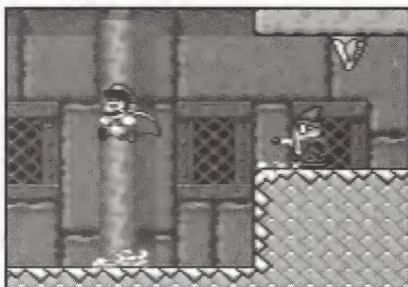
The first half of the Castle is a ride on a long brown block snake. Keep up with it as it wiggles and worms around the Ball'N'Chains. It will take quite a few plays before you start to

memorize the snake's pattern, but keep at it. You may want to bring a Cape here for its floating ability.

Actually, it's possible to avoid riding the snake altogether. To avoid the snake ride, try bringing along the Cape and flying the friendly screens.

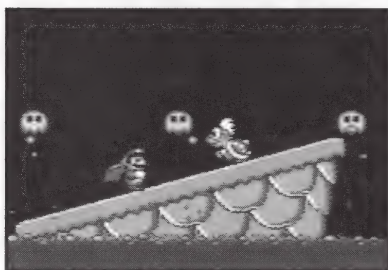
The Magikoopa Returns

Oh no! He's back—the spellcasting sucker from Lemmy's Castle has returned! You may need his beam to blast through one of the Rotating Block walls in your way. If you can



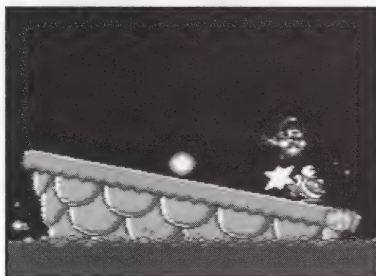
make it to the red door, you'll find a Green Feather Block waiting for you (if you found the Green Switch, of course).

Defeating Larry



Larry's a lot like Iggy, the very first Castle Boss you fought. The only difference is that this time, fireballs shoot out of the lava at regular intervals—two at the edges of the tilting hill,

and one in the middle. Stay away from the middle of the hill and knock Larry backwards to his fiery doom! Now you've got access to the Front Door of...



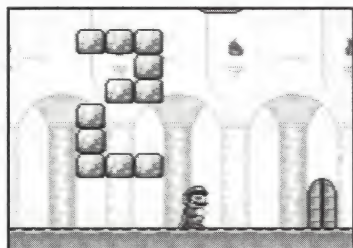
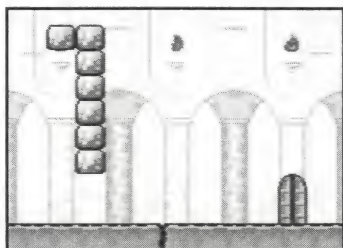
BOWSER'S CASTLE

Major Enemies: Too Many to Mention!

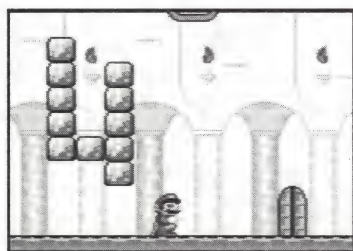
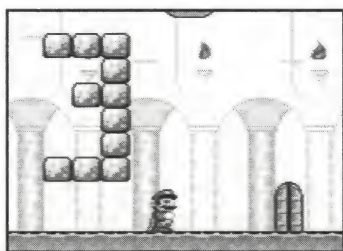
One, Two, Three, Four—C'mon Mario, Choose a Door!

As you enter the Castle, you'll have a choice of going through four different doors (each one numbered with stone blocks). All of the doors will take you to the next section of the Castle, but each door goes through a different area (which means different enemies and patterns).

World 7: The Valley of Bowser

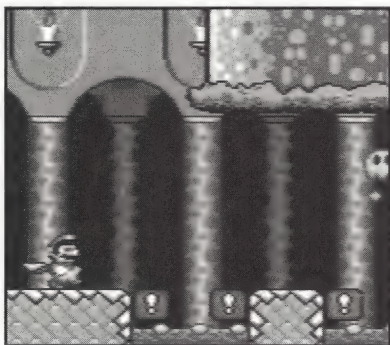


The doors are clearly marked. It's written in stone.



Door 1: Lava and Plungers

This is a scrolling area with lava pits and a deadly plunger. If you've found all of the Switches, the lava pits will be filled with colored blocks that make jumping over the pits much easier. Stay on the



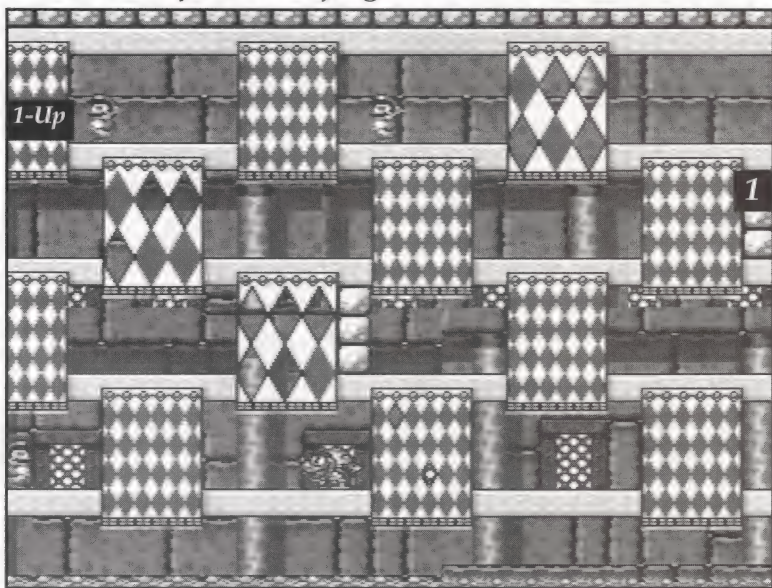
left side of the screen to avoid being squashed by the plunger.



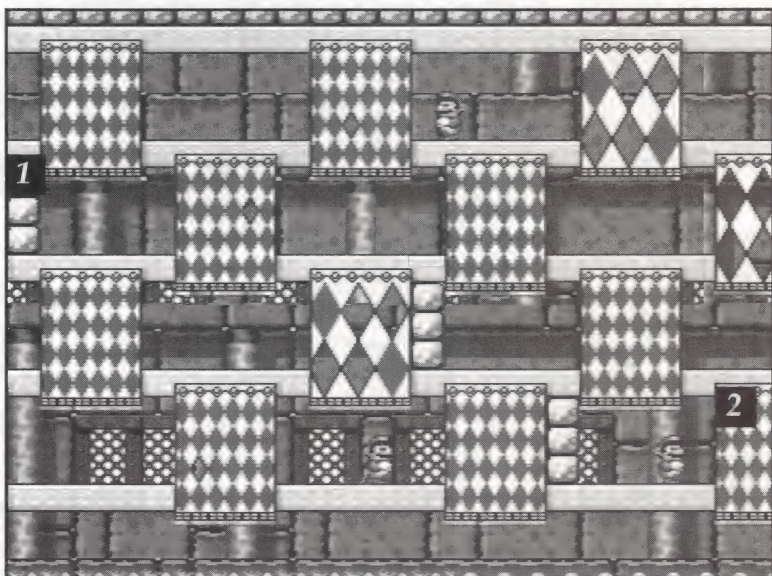
Door 2: The Net

This is a climbing area. Grab onto the net and move to the right. Watch out for the fireballs—they're far more deadly than the climbing Koopas.

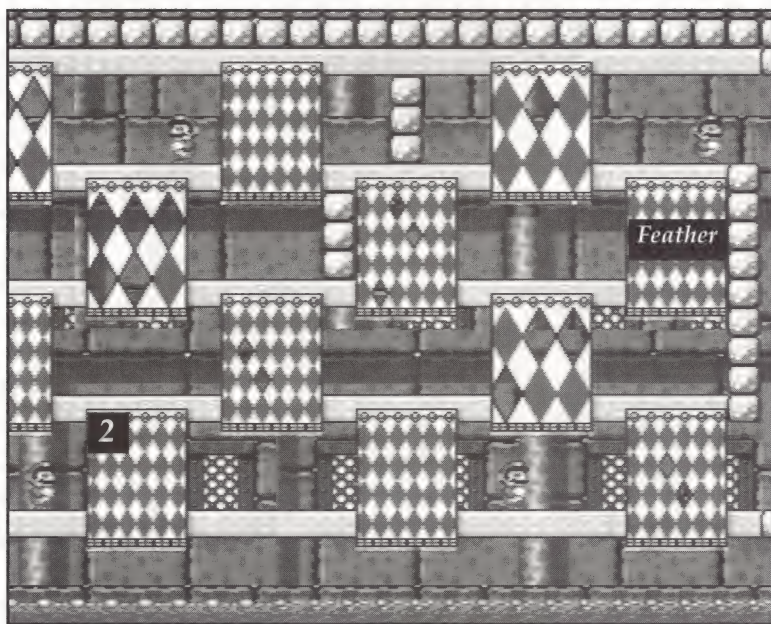
Door 3: Koopa Camouflage



A very tricky area. There are two hidden items to find, but before you can start looking, you've got to understand the "camouflage" squares. We've taken a picture of the entire area,

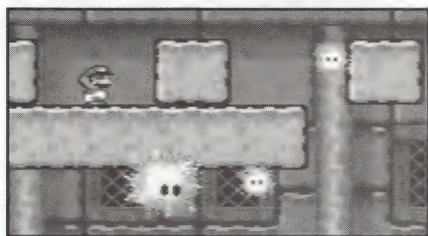


World 7: The Valley of Bowser



showing the locations of the hidden items. As a general rule, if a square has holes, you can jump through it.

Door 4: Sparks Will Fly



A basic jumping area. The Hotheads and Li'l Sparkys are harmless (unless you hit them, of course). There's an Extra Mario Mushroom at

the start of the area, but it's very tough to get to. If you really want to get a 1-Up, go into Door 3.

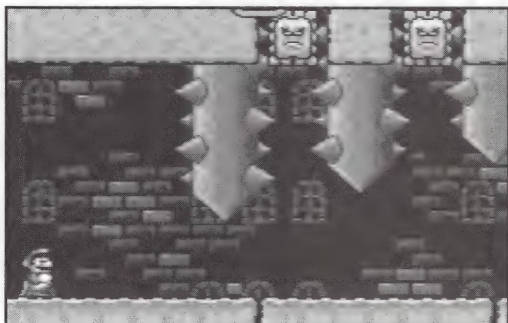
Five, Six, Seven, Eight—Mario, You're Doing Great!

Time to choose again. Door 5 is the simplest of the areas, but the other Doors have some interesting

Super Mario World Secrets

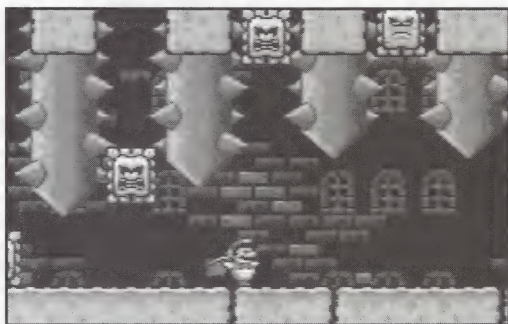
challenges of their own! When you make it through any of these doors, you'll enter the final section of the Castle.

Door 5: Spike Sprint



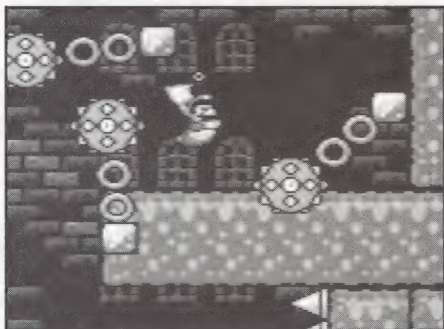
This area's a simple run for your life. Wait until the spikes raise into the ceiling, then make a mad dash to the right.

You may need to duck and slide at the end of the tunnel to scoot under the last spike and make it to the door.



Door 6: Treading Water

A tough underwater area filled with spikes and Fishbones. Stay clear of the Dry Bones and take your time swimming upward. If you rush, you'll die.

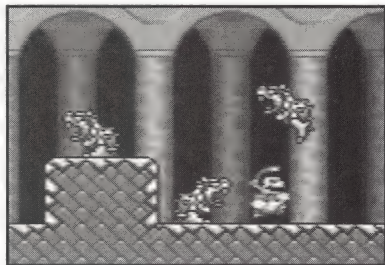


World 7: The Valley of Bowser

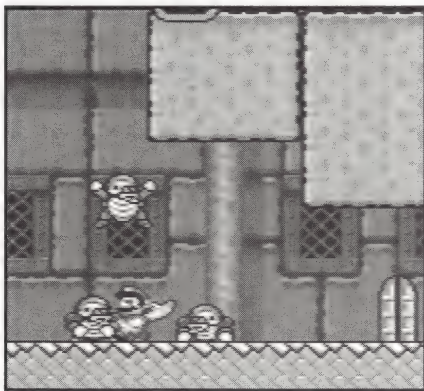
Door 7: Stone Cold Koopas

This area is filled with Koopa statues that spit fireballs. The silver statues stay still, so they're no problem. The gold statues hop at you, making them much more dangerous. It's possible

to trick them into leaping into the lava pits, but it's easier (and safer) to just run past them.



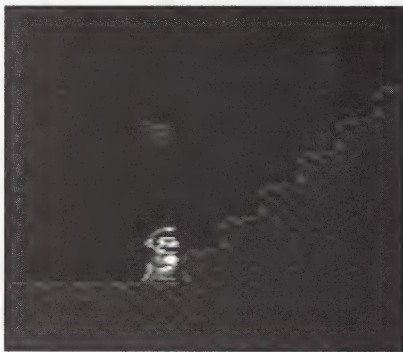
Door 8: Chuck-O-Rama



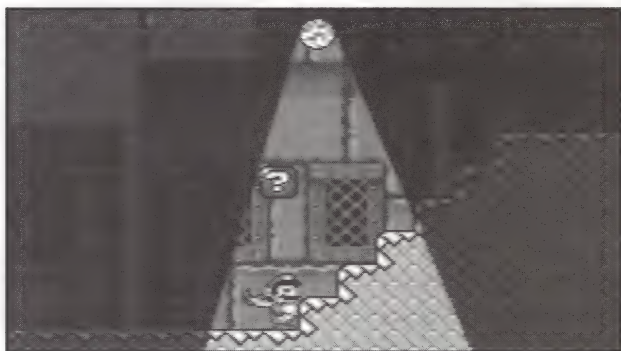
There are roughly ten Chargin' Chucks in this area, each of which will use giant hops to attack you. If you've got the Cape from Room 3, you'll be able to float over them. Otherwise, you'll have a very tough time.

Who Turned Out the Lights?

The final section of the Castle is dark at first. Walk to the right and look for a Prize Block. Hit the block and you'll turn on a spotlight! You can turn the light on and off by hitting the block, but you should leave it on (of course).



Super Mario World Secrets



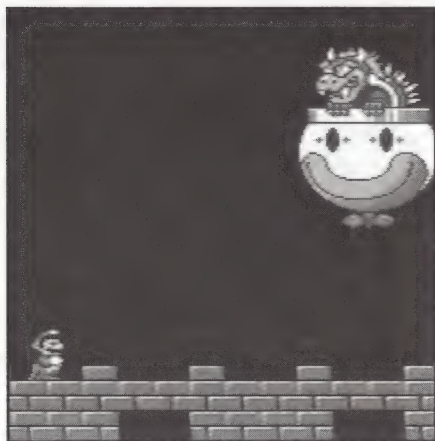
Put a little light on the subject.

Mechakoopas

You'll see Mechakoopas in this dark tunnel, along with some unnamed black starfish. If you hit the Mechakoopas with a regular jump, you can pick them up and throw them or carry them. They'll be your main weapon against Bowser, so you may want to practice with them here...



Bowser!



All hail Bowser! He's got the Princess trapped inside his flying clown ball (goofy vehicle there, Bowser). He'll attack you with Mecha-koopas, fireballs, and giant boulders.

Bowser will take a total of six hits to destroy. He'll switch

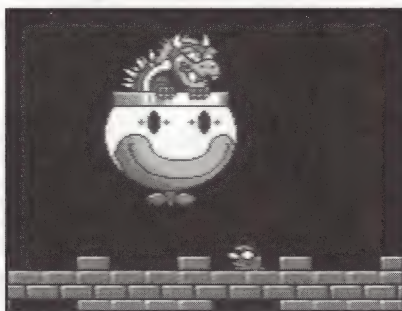
World 7: The Valley of Bowser

his attack pattern after every two hits. At first, he'll use the Back-And-Forth Attack. After you hit him with two Mechakoopas, he'll switch to the Boulder Attack. Two more whacks and he'll change to the Bouncing Attack. Hit him twice more and you'll defeat him!

Bowser won't just change attack patterns instantly. First, he'll fly off the screen and use his deadly Fireball Attack. Then he'll return onto the screen. The Princess will pop out of the clown ball just long enough to throw you a mushroom before Bowser begins his next attack pattern. Okay, it's time to kick Bowser butt!

The Back-And-Forth Attack

In this pattern, Bowser flies left and right on the screen, stopping every so often to throw one or two

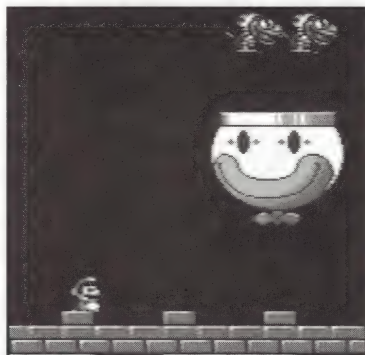


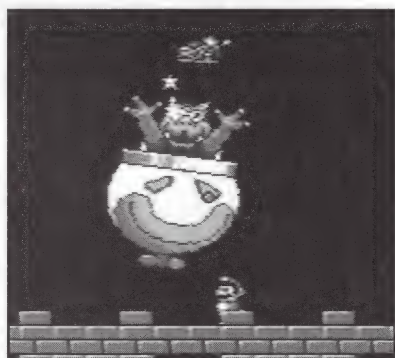
Bowser will release two Mechakoopas at a time. Stomp on their heads once to freeze them, then grab them and throw them upward.

If your aim is good, you'll bop Bowser on the

noggin. You have to hit him when he's looking out of the flying clown ball. Otherwise, you're wasting your Mechakoopas.

Bowser is on a strict Mechakoopa allocation. He can only release two at a time. So there won't be



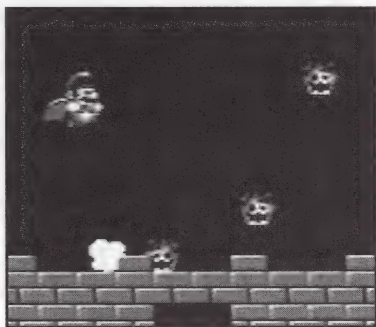
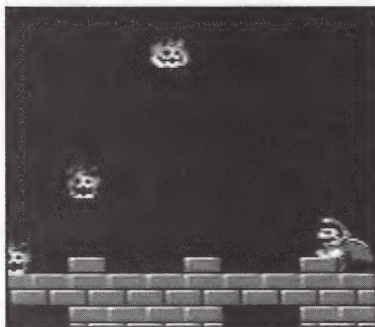


more than two to deal with. However, frozen Mechakoopas will come back to life if you wait too long.

Hit him twice, and he'll change his attack pattern to the Fireball Attack!

Mechakoopas at you (depending on how many are already on the screen). Use the regular jump to stun the Mechakoopas, then throw them straight up into the air to hit Bowser on the way down. After you whack him twice, he'll duck into the clown ball and fly off the screen in preparation for...

The Fireball Attack



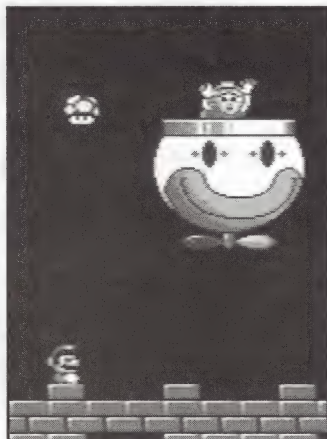
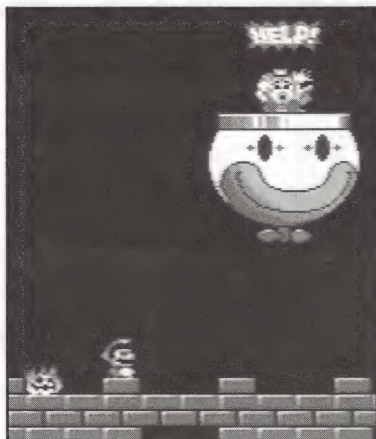
Move onto the far right side of the screen and face to the left. Wait for the fireballs to start falling from the top of the screen.

There will be six fireballs in the first wave. If you're going to get hit by a fireball, jump to the left, over the fireballs on the ground. Then wait for the second wave of four fireballs.

World 7: The Valley of Bowser

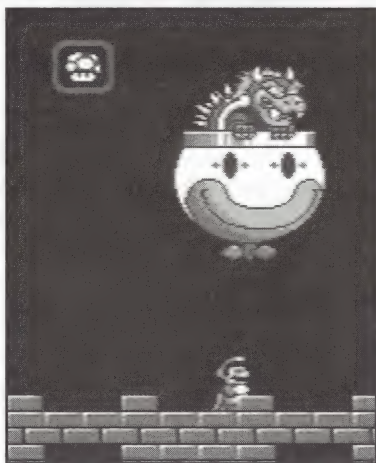
The fireballs will disappear after being on the ground for a short time, so you should never be in great danger. When the second wave passes, the clown ball will fly back onto the screen.

Help From the Princess

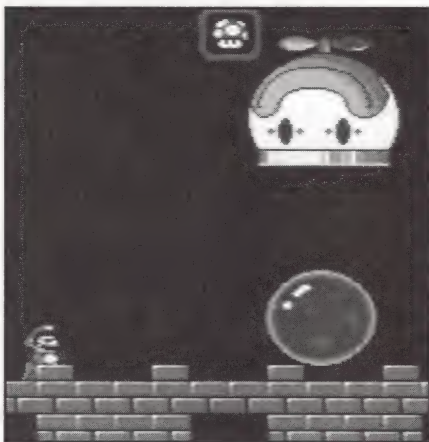


The Princess will peek out of the ball and throw a Super Mushroom down at you. Grab it!

The Boulder Attack

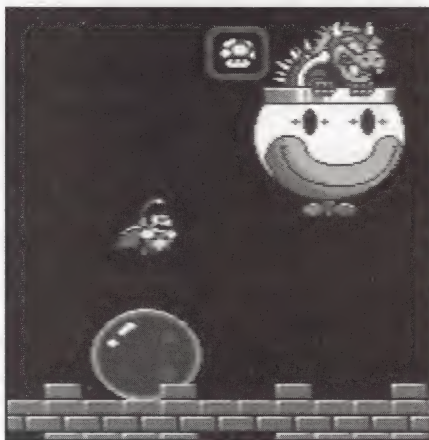


Bowser's second attack pattern. He'll fly directly over you, then stop the clown ball.



The ball will spin upside-down, and a huge boulder will come out of the ball, rolling straight at you!

Stay on the far right side of the screen and let Bowser hover above you. When he stops, run to the left side of the screen. Leap over the boulder when it rolls at you and wait on the right side of the screen until Bowser gets ready to drop a second boulder.



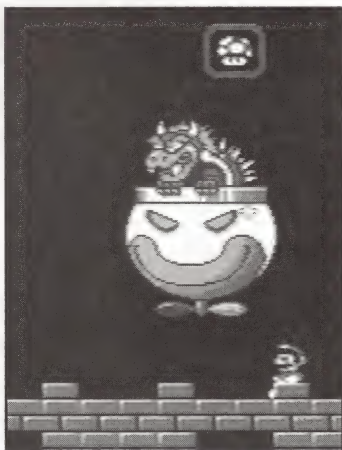
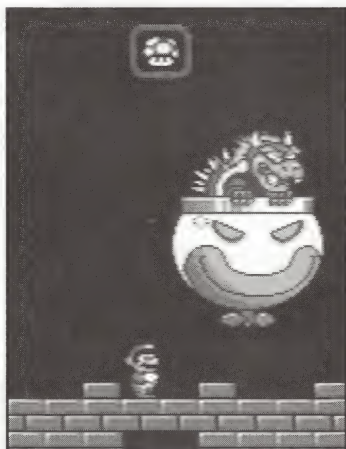
After dropping two boulders, Bowser will throw two Mechakoopas down at you before repeating his attack. Grab the Koopas and bean Bowser! Hit him twice more and you'll get a repeat of the Fireball Attack (and another Mushroom from the Princess).

The Bouncing Attack

Now you've made Bowser angry. He'll bounce down at you, hoping to squash you underneath the clown ball.

World 7: The Valley of Bowser

Keep moving back and forth underneath Bowser, keeping him bouncing left and right. He'll eventually freeze in mid-air and throw down some Mechakoopas. Pick 'em up and throw 'em hard!



Two more hits will do in Bowser and save the Princess! Now sit back and get ready for a fantastic reward sequence!

You Aren't Done Yet!

Even though you've finished the game, you probably still haven't found all 96 goals. So go back to the red Worlds and start looking for the hidden goals. Check out The Secrets and The Super Secrets for the locations of the hidden goals, along with some great tricks!

Part 3
The Secrets

The Secrets: Introduction

In this section you'll find the secret and hidden places of Super Mario World. Refer to the Goal Checklist in Part 2: The Walkthrough if you want to be sure to visit all the worlds and find all the goals.

The places described in this part of the book are among the most interesting and challenging locations in the game. For that reason you should try to find them on your own before referring to these pages. If you can't find your way to the hidden goals, by all means check it out here. We've got them all.

At the beginning of each chapter is a labelled map. Refer to the descriptions in the Goal Checklist chapter to find out what the labels stand for.

Are you ready? Then let's get on with it!

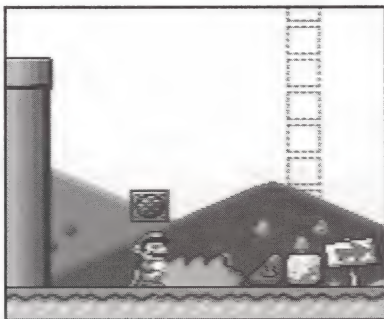
World 2: Donut Plains



DONUT PLAINS 1

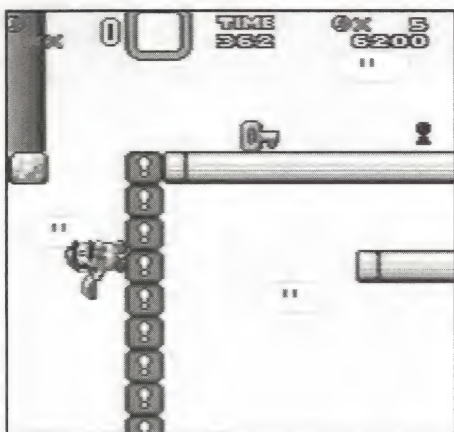
Second Goal (Leads to Donut Secret 1)

Look for a ramp near the Giant Gate. If you've found the Green Switch off of Donut Plains 2 (see below), you'll be able to run onto the ramp and straight up a group of

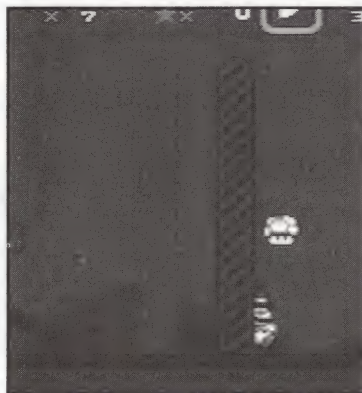
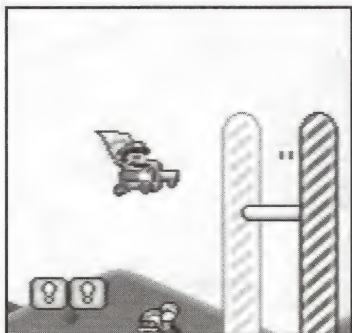


World 2: Donut Plains (Secrets)

green Exclamation Blocks to the hidden goal. Otherwise, you'll need to fly up to the hidden goal through some narrow pipes. We recommend you get the Green Switch, then come back here and run up to the hidden goal.



Easy 1-Up



If you've already opened up the hidden goal, here's something to try. Hold onto the key and jump over the lock. Go through the Giant Gate and the key will turn into an Extra Mario Mushroom!

DONUT PLAINS 2

Second Goal (Leads to Green Switch Palace)

Jump up into the second green pipe you find (the one above the flat sand bar). This will take you into an underground area. Go to the right and pass the football-kicking Chargin' Chuck.

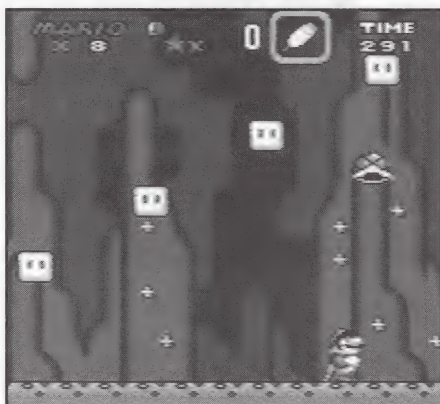
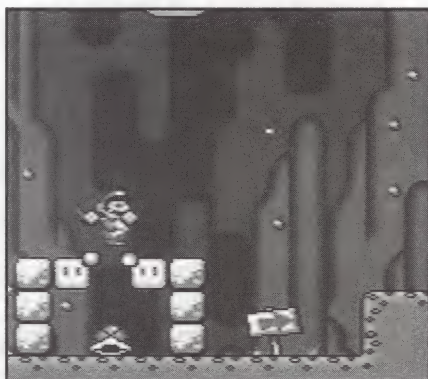
Super Mario World Secrets



Go up the pipe above the flat bar.

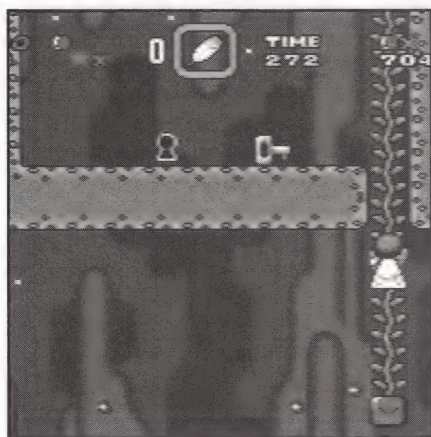
You'll see four Rotating Blocks above you, and a Koopa shell to the right, underneath three Rotating Blocks. There are two ways to get up to the hidden goal, but you must be powered up (i.e. anything but Small Mario). If you aren't powered up, you can't reach the hidden goal.

The first method is the easiest one. Break through the three Rotating Blocks and pick up the Koopa shell.



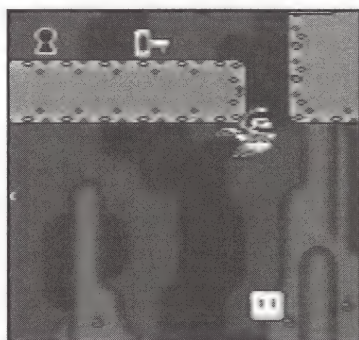
Walk underneath the highest of the four Rotating Blocks and throw the shell straight up. It will hit the highest Rotating Block and form a vine.

World 2: Donut Plains (Secrets)



Now jump up the Rotating Blocks to the vine, climb up, and walk to the left to insert the key into the lock.

The second method is a show-off technique that you can only do with the Cape. Get a running start and fly straight up, above the highest Rotating Block. You'll fly through the narrow shaft to the lock and key.

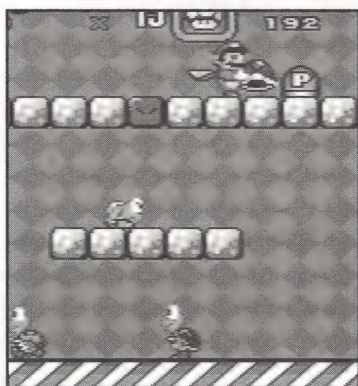


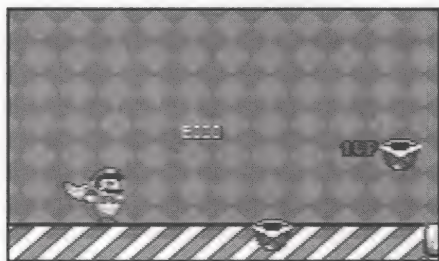
GREEN SWITCH PALACE

Major Enemies: Koopa

Easy 1-Up

Grab the Koopa shell and hit the Switch Block. Fall down to the lower ledge. Release the shell and run to the right. The shell will strike all the red Koopas, and the last Koopa will





become a 1-Up. Now return to the upper ledge, run to the right, go through the pipe, and hit the Green Switch.

DONUT SECRET 1

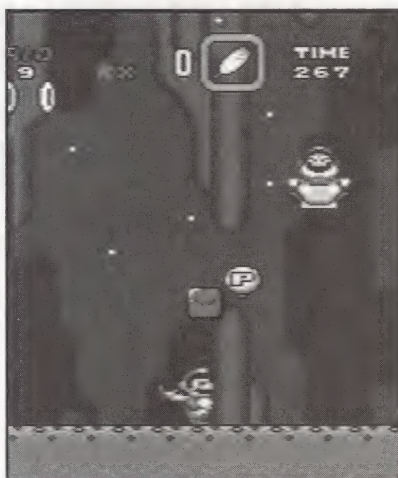
Major Enemies: Blurps, Rip Van Fish

How droll! Except for the second goal, this World is just a basic swim-to-the-right. Well, the action can't always be hot and heavy, right?

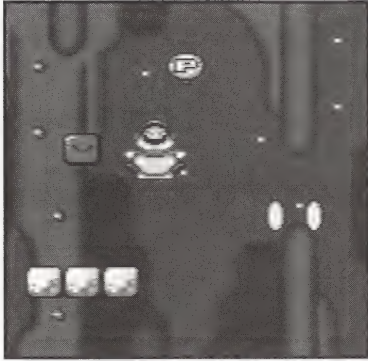
Inflation Action

Look for an upside-down blue pipe. Swim up into it to enter a dry underground area. Hit the Prize Block and a Power Balloon will come out of it. Jump up and touch the Balloon to become the strangest-looking Mario in the game—Inflated Mario!

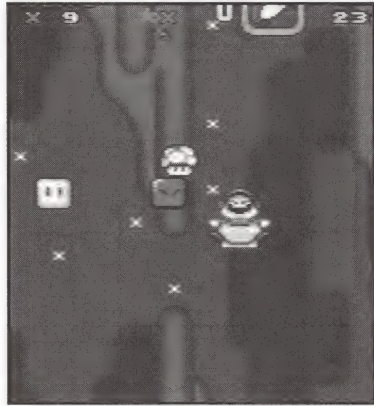
There are two ledges to find as you float upward. Stay on the left and you'll find a ledge with another Power Balloon inside. Float on the right and you'll find a Prize Block with a Super Mushroom or Fire Flower. At the top of the shaft, you'll find two Rotating Blocks. The block on the left is empty, but the one on the right hold an Extra Mario Mushroom.



World 2: Donut Plains (Secrets)

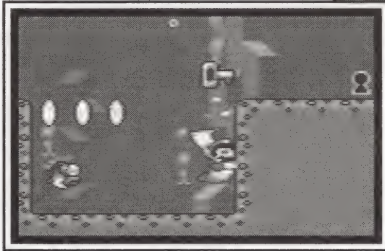
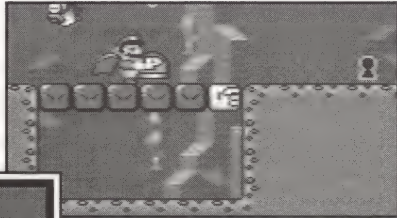
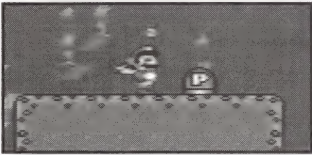


Here's the strategy we use. Get the Balloon on the bottom and float up the left side of the shaft. Get the second Balloon from the Prize Block (you



can hit it while still inflated). Float up to the Rotating Block on the right and get the 1-Up. Then wait for the Balloon to wear off and you'll take a long fall back down to the ground.

Second Goal (Leads to Donut Secret House)



Pick up the Switch Block halfway between the blue pipe and the Giant Gate. Carry it and swim to the right until you find a row of brown blocks and a

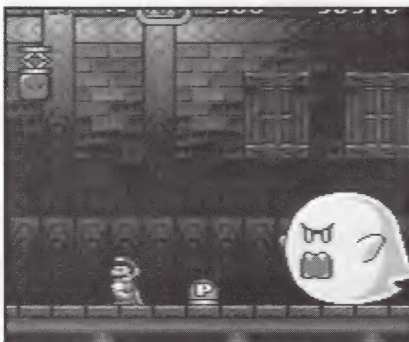
Prize Block. Use the Switch Block to turn the brown blocks into coins. Swim underneath the Prize Block and hit it to produce a key. Snatch up the key and swim to the right to insert it into the lock.

DONUT SECRET HOUSE

Major Enemies: Big Boo, Boo Buddies, Eeries

An interesting Ghost House, with a few tricky sequences. The mysterious (and seemingly impossible-to-reach) Rotating Block is the highlight of the House.

Switch Block and Jumping Board



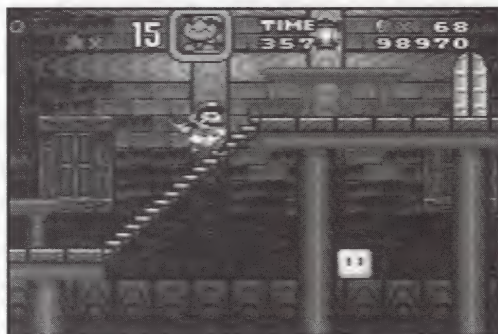
You'll find a Switch Block to the left of the Big Boo. There's a Jumping Board high in the air; you can get it by using the Switch Block and turning the brown block below the spring into a coin. The Board isn't good for

much of anything except jumping over the Big Boo, and you can do that without the spring anyway...

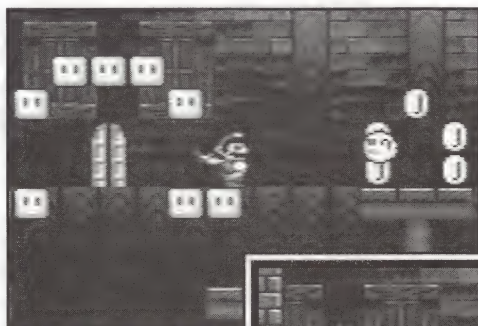
Find the Hidden Exit

Here's a step-by-step guide to getting out of the Ghost House alive. You'll also get an Extra Mario Mushroom along the way!

1. After passing the Big Boo, run to the right and go through the door.

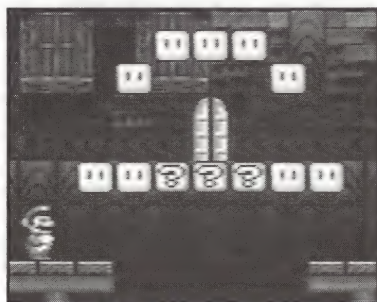
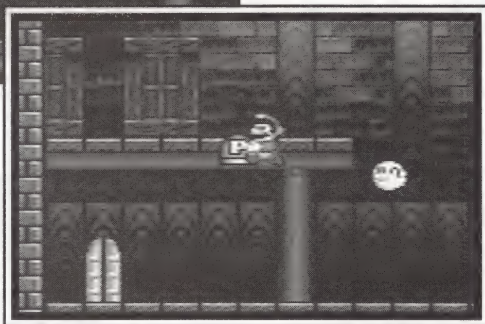


World 2: Donut Plains (Secrets)



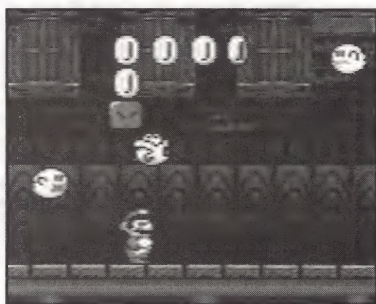
2. Hit the Prize Block for a power-up, then run to the left, through the circle of Boo Buddies. Take the five coins to the

right of the Rotating Blocks, then jump to the left, over the blocks. Look for the Switch Block and pick it up.

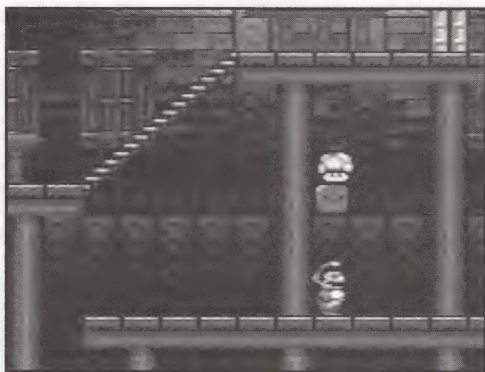


3. Return to the Rotating Blocks and use the Switch Block. You'll create three Prize Blocks underneath the door in the middle of the Rotating Blocks. Go through the door.

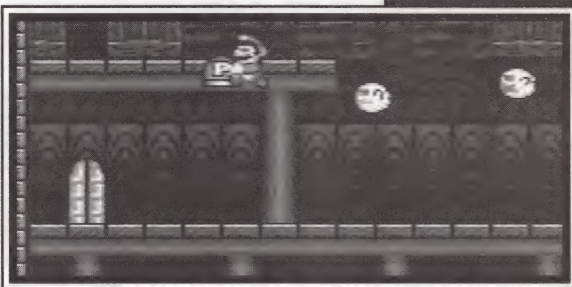
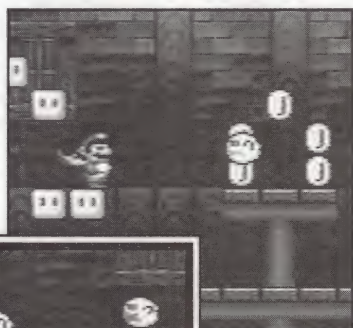
4. Hit the Prize Block and steer the coin snake to create as many coins as possible. When the snake stops forming, grab the coins and run to the left. Go through the door.



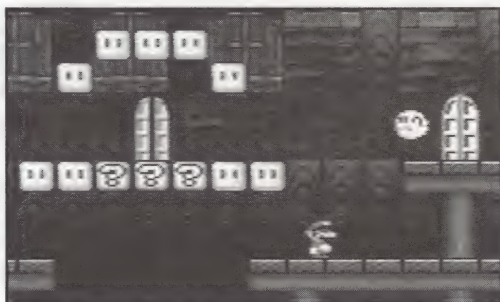
5. Hit the Rotating Block and take the Extra Mario Mushroom. Jump up to the door and go through.



6. Hit the Prize Block for a power-up, then run to the left, through the circle of Boo Buddies. Continue to the left, past the Rotating Blocks, and grab the Switch Block.

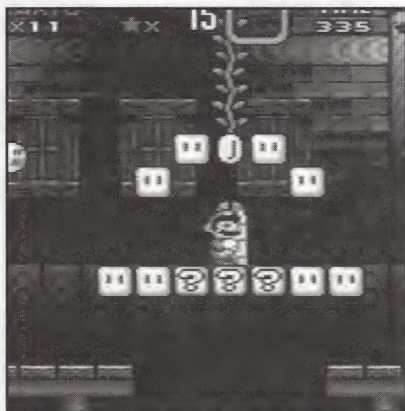


7. Return to the Rotating Blocks and use the Switch Block. This time, go through the blue door to the right of the blocks to find the exit!



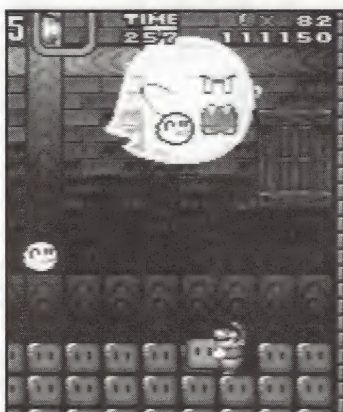
Second Goal (Leads to Donut Secret 2)

Follow the steps in "Find the Hidden Exit" above, until you reach Step 7. Instead of going through the blue door, hit the Rotating Block directly above the brown door. You'll create a vine. Climb up

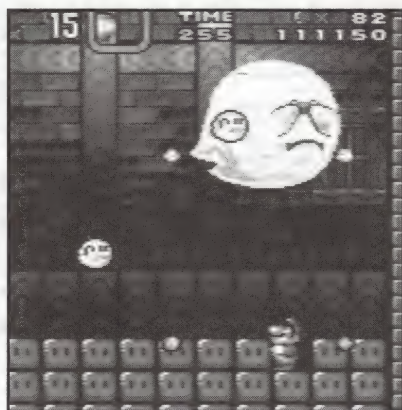


the vine and then run to the right to enter a blue door.

In this room, you'll have to fight a Big Boo with



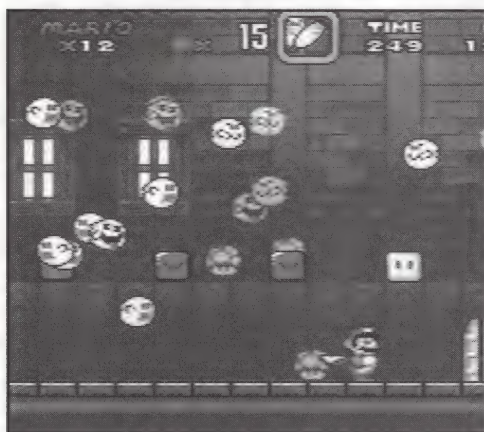
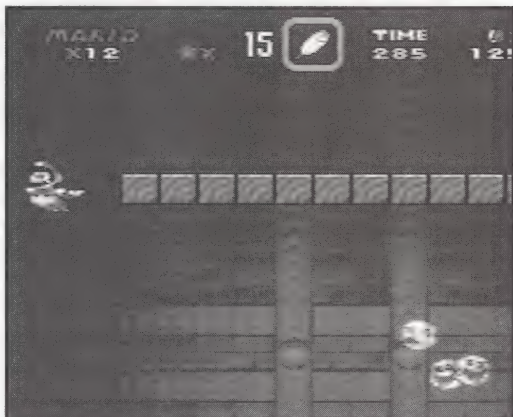
Grab Blocks from the floor! Wait for the Big Boo to appear, then yank a block from the floor and hit the Big Boo with it. Wait for the Big Boo to disappear and reappear, then heave another block. You have to hit the Big Boo with three blocks to destroy it and earn the second goal!



DONUT GHOST HOUSE

Second Goal (Leads to Star World 1)

Bring a Cape into the House. At the very start of the House, get a running start, then fly straight up the left side of the screen. You'll soar upward to a ledge leading to the right.



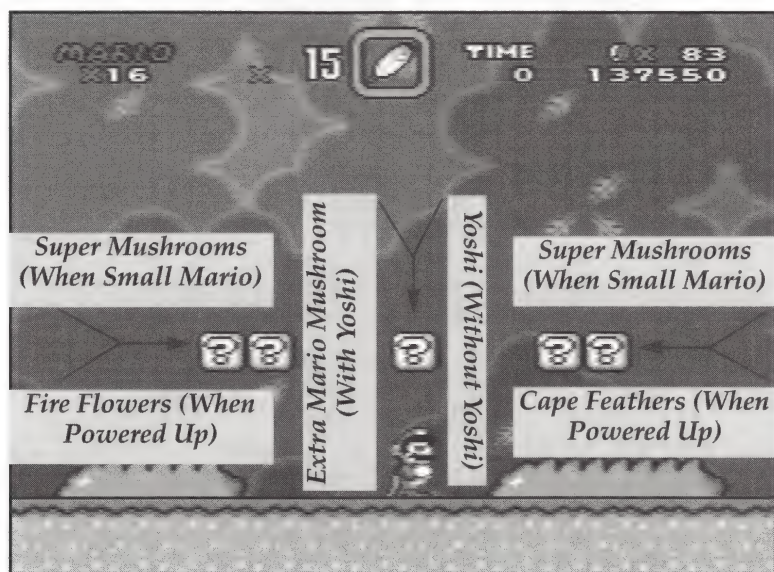
Run along the ledge until you find a door and four Rotating Blocks. Each of the blocks holds an Extra Mario Mushroom. Go through the door to find the second goal.

TOP SECRET AREA

Major Enemies: None!

When you find the second goal in the Donut Ghost House, you open up this World. It's the perfect place to visit for power-ups. There are five Prize Blocks in the World. Check out the picture on the next page to see what they hold.

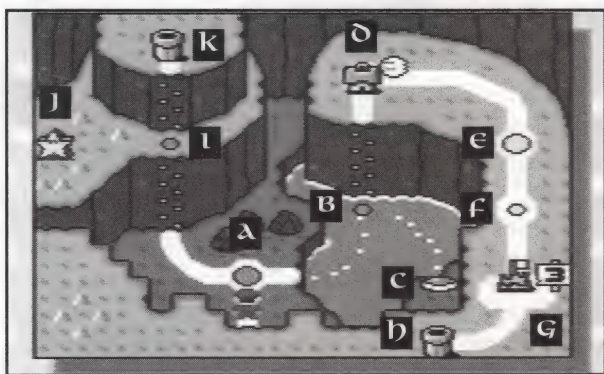
World 2: Donut Plains (Secrets)



As you can see, it's possible to get Yoshi, then visit the Top Secret Area over and over for Extra Mario Mushrooms, but this is slow and very boring! For a faster and more exciting way to earn extra lives, see the Super Secrets.

CHAPTER 12

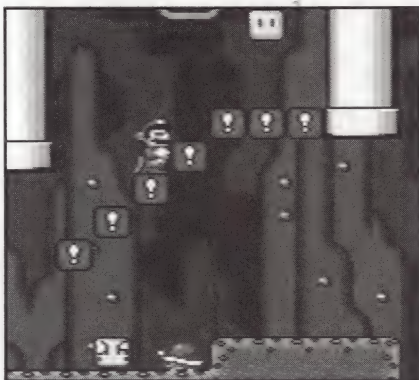
World 3: Vanilla Dome



VANILLA DOME 1

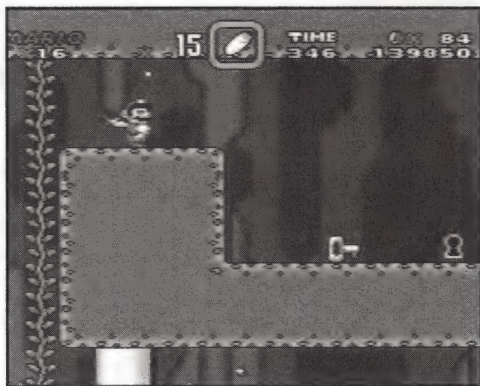
Second Goal (Leads to Vanilla Secret 1)

Like the second goal in Donut Plains 1, you'll have an utterly easy time getting to the goal once you've hit one of the Switches. This time, it's the Red Switch (which you get to through Vanilla Dome 2's second goal; see below).



The Red Switch makes the stairs.

World 3: Vanilla Dome (Secrets)



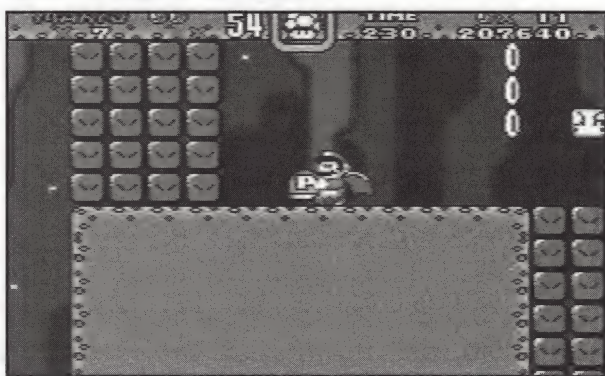
Look for the Prize Block on the ground. If you've found the Red Switch, there will be a "staircase" of red Exclamation Blocks leading up to a Rotating Block. Hit the block to create a

vine, then climb the vine and run to the right to find the lock and key.

Without the block stairs, you can use the Cape to fly up to the lock and key, but this is very tough. Finding the Red Switch and then returning here is the easier method.

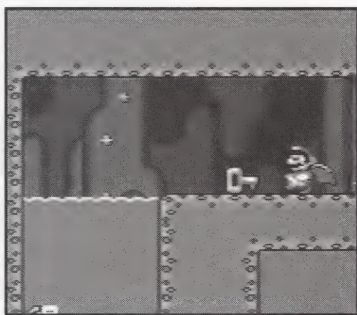
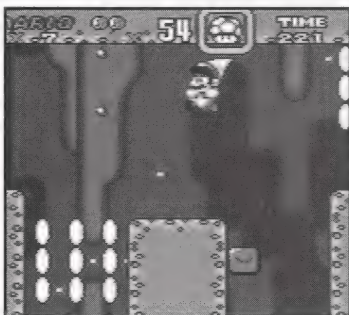
VANILLA DOME 2

Second Goal (Leads to Red Switch Palace)

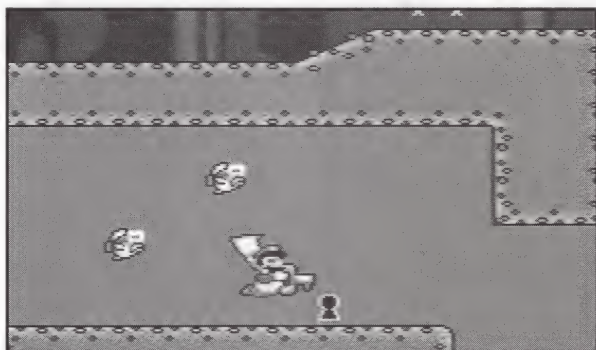


Look for a single Prize Block. When you find it, swim upward and jump out of the water. Move up and left until you find a Switch Block. Pick it up and walk to the left until you're stopped by a wall of brown blocks.

Super Mario World Secrets



Use the Switch Block to turn the wall into coins. Move to the left and you'll see two shafts leading down. Jump into the shaft on the left. You'll find a lock and key. Grab the key on land, jump into the water, and find the lock.

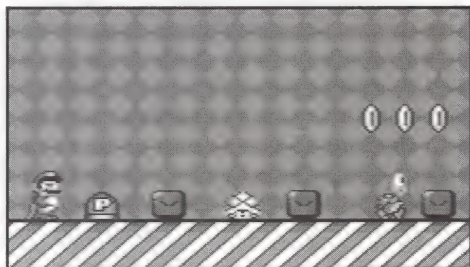


RED SWITCH PALACE

Major Enemies: Koopa

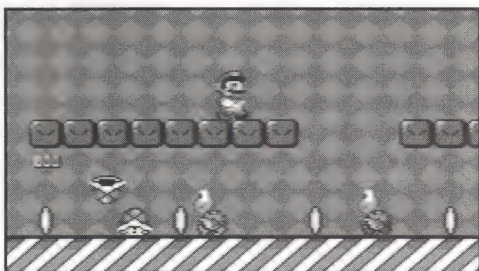
Rainbow 1-Up

Hit the Switch Block and jump onto the brown blocks above the ground. Walk to the right. The



World 3: Vanilla Dome (Secrets)

Rainbow Koopa will follow you and strike the Koopas on the ground. When the Rainbow strikes the last Koopa, you'll get a 1-Up.



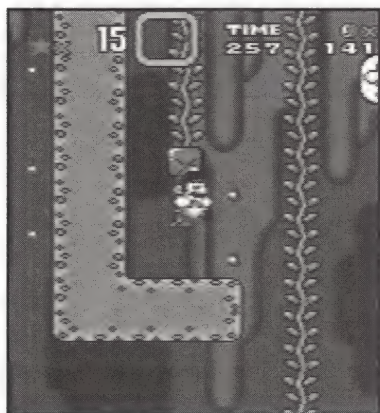
Now go through the pipe, run to the right, and hit the Red Switch!

VANILLA SECRET 1

Major Enemies: Chargin' Chuck, Koopa

A pretty easy World, and an easy-to-reach second goal (if you've found the Blue Switch before coming here).

Two Vines



Look for a long green pipe on the right side of the World, with three Rotating Blocks above it. Strike the middle block to create a vine. Climb the vine (watch out for the Koopa on your way up) and hit the single Rotating Block to create a second vine.

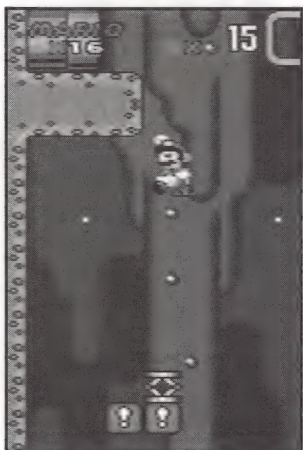
Tough Jump

A group of six flying Koopas is the toughest obstacle between you and the Giant Gate. Getting through

them is a matter of timing. Once you're past them, just jump up the left side of the World until you find the exit pipe at the top.



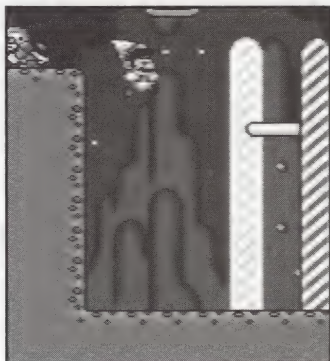
Second Goal (Leads to Star World 2)



Take the Jumping Board that you'd normally use to jump through the six Koopas and carry it to the left. If you found the Blue Switch before coming to this World, you'll spot a small ledge of two blue Exclamation Blocks. Jump onto the blue blocks. Set the Board down on the right block and jump into the air. Steer left to land next to the green pipe and go inside.

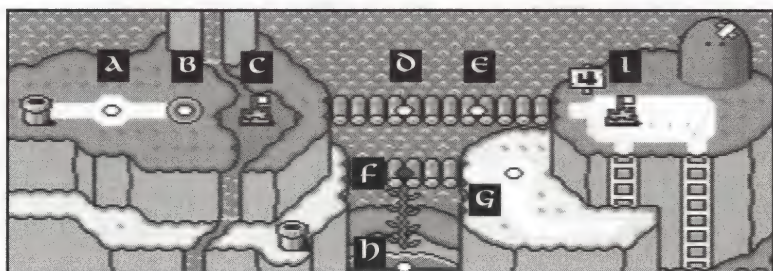
Without the blue blocks, you'll need the Cape. Get a running start on the right side of the World and fly to the left, up to the pipe. This is more difficult than it sounds, but since the Blue Switch is in the faraway Forest of Illusion, it's definitely worth trying.

The second goal is guarded by a football-kicking Chuck, but he should pose no problem. Jump over him and open the way to Star World 2!



CHAPTER 13

World 4: Cookie Mountain

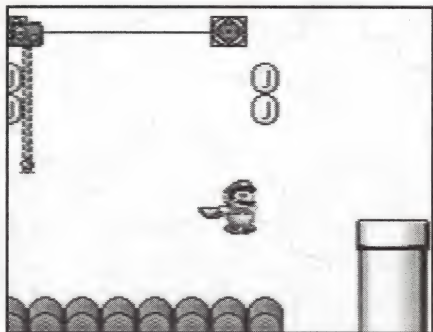


CHEESE BRIDGE AREA

Second Goal (Leads to Soda Lake)

You've got to have the Cape to get to the hidden goal, and it's best if you've already played through the World once. That way, you can bail out with Start and Select if you mess up (and you will!). Finally, make sure you've touched the Midway Gate so that you start from it.

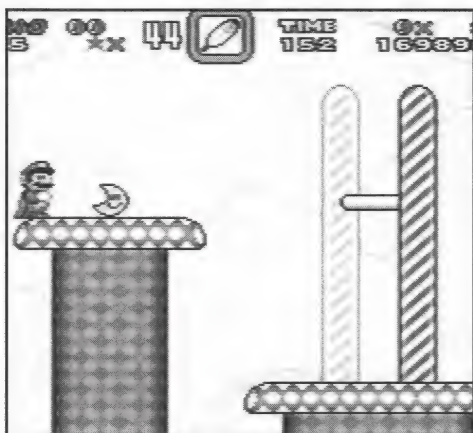
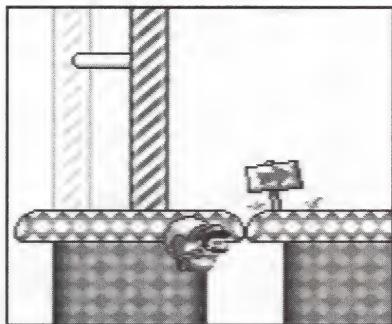
Use the ropes to go to the right until you find the long log ledge (with the yellow pipe on the right side). Get a running start to the right and then take off into the air. (This is the easy part.)



Super Mario World Secrets

Now you have to stay in the air, without hitting any of the sawblades, until you reach the goal. If you hit a saw, hit Start and Select to exit the World, then go back and try again.

After a number of tries, you'll finally reach the Giant Gate. Instead of flying into the Gate, fly underneath it, and then up again, to land

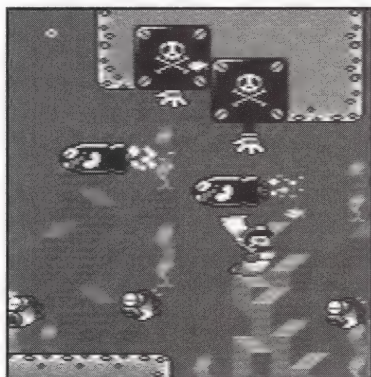


behind the Gate. Jump onto the ledge to collect the 3-Up Moon, then go through the second goal. If you pull this off on your first attempt, you're one heck of a player!

SODA LAKE

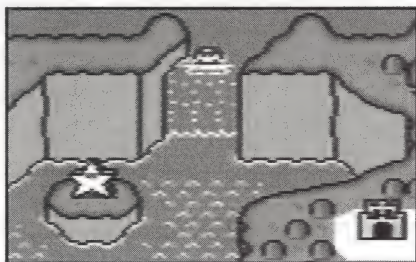
Major Enemies: Blurps, Rip Van Fish, Torpedo Ted

In this World, the goal is simply to swim to the right, through the fish and torpedoes. There's a Prize Block at the beginning of the World, if you need a power-up.



World 4: Cookie Mountain (Secrets)

When you finish this World, you'll be able to swim out to the tiny island in the middle of Soda Lake, where you'll find the Star Road to Star World 3.

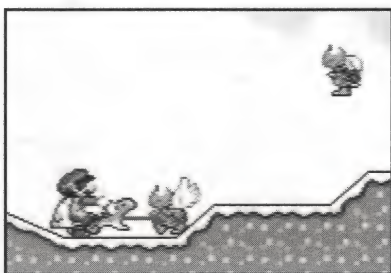


VANILLA SECRET 2

Major Enemies: Koopa, Lakitu, Para-Bomb, Spike Top

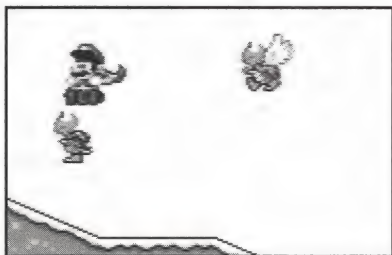
The never-ending parade of Koopas is the highlight of this World. There's also an area of Spike Tops that can become very valuable!

Koopas, Koopas, Koopas!



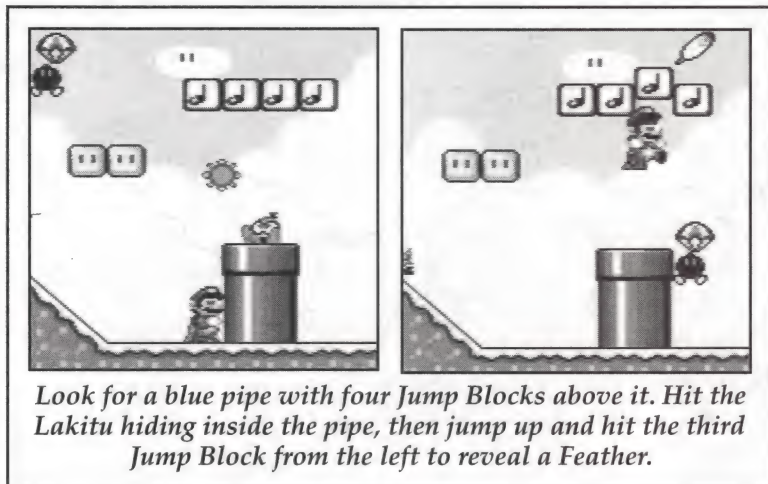
The entire first half of this World is filled with flying, bouncing green Koopas! Wave after wave will come onto the screen in an endless parade. Your best hope is to get Yoshi out of the first Prize Block and use him to eat the Koopas as you go to the right. If you make it past the Koopas, you'll only have to pass two Pirhana Plants before the Midway Gate.

If you're a skilled (and slightly crazy) player, you can bounce off the Koopas to get 1-Ups. You'll need the

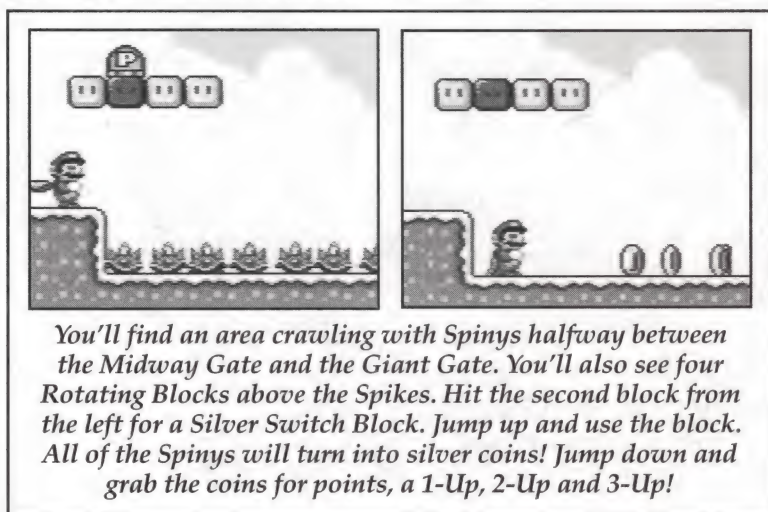


Cape to try this. Now keep bouncing off of Koopas without touching the ground. With each Koopa, you'll get more points, and eventually start scoring 1-Ups instead. This is a tough way to get extra lives, but it's fun!

Hiding Lakitu



Spinys Into Silver Coins



World 4: Cookie Mountain (Secrets)

Three Chucks

There's a Chargin' Chuck to the left of the Giant Gate who will split apart into three Chucks. If you hurry, you can hit the block Chuck's standing on before he does his splitting routine.

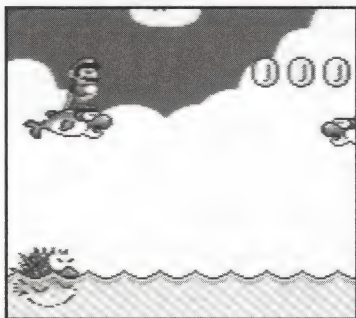


VANILLA SECRET 3

Major Enemies: Porcu-Puffer

No major secrets here. Stay out of the water and you'll be just fine.

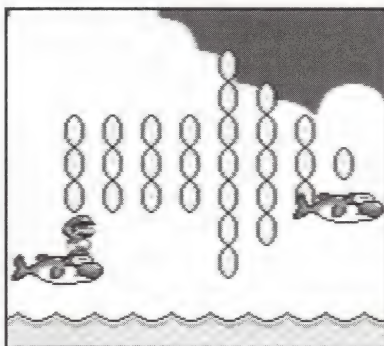
Dolphin Riding



Use the jumping Dolphins as platforms to jump to the right. You'll need them to reach a Prize Block near the Midway Gate, and you'll also need them to hit the Midway Gate itself!

Coin Arrows

When the Dolphins start going to the right, jump onto one of them and let it carry you through the coin arrows to the exit pipe on the right.

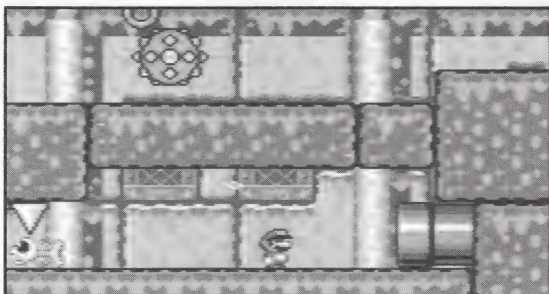


VANILLA FORTRESS

Major Enemies: Ball'N'Chain, Dry Bones, Fishbone

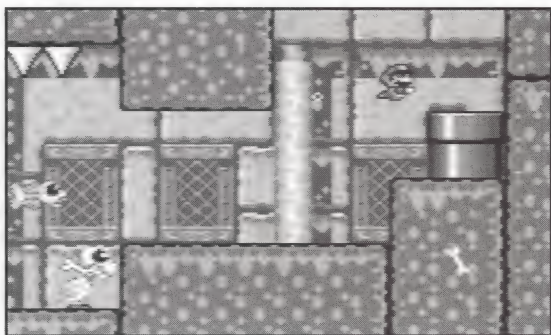
This is a straightforward underwater Fortress with no real secrets to discover. There are two paths to take, one of which takes you past a power-up.

The First Area



If you swim low along the bottom of this area, you'll find a green pipe that takes you to the

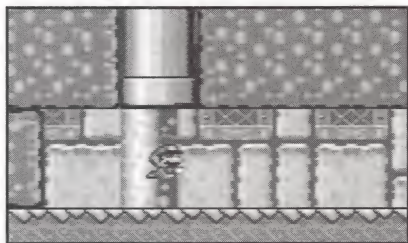
beginning of the second area. If you swim along the top of the area, you'll find a Prize Block with a power-up,



and the pipe at the end of the first area will take you to the middle of the second area.

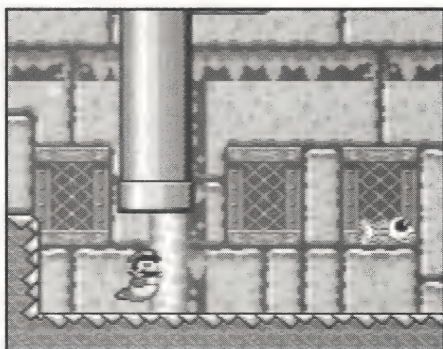
The Second Area

If you went into the green pipe, you'll emerge at the start of the area and go past a Prize Block. If you went

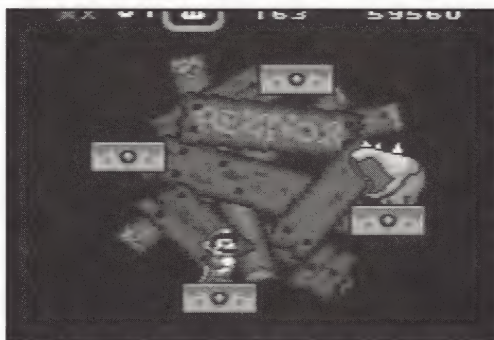
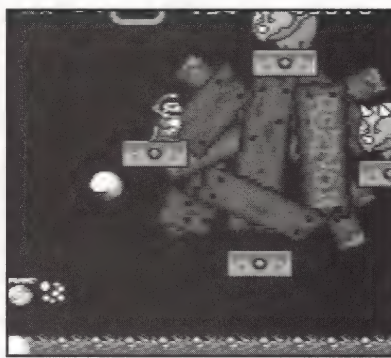
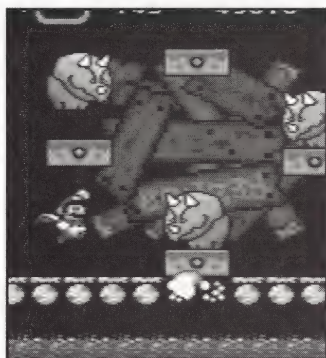


World 4: Cookie Mountain (Secrets)

into the blue pipe, you'll emerge from an orange pipe in the middle of this area. Swim to the right until you find the red door. You should also find a yellow Exclamation Block with a power-up.



Reznor



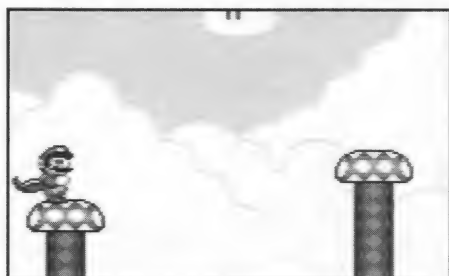
Hit one or more of the rhinos from underneath. When the ledge starts to disappear, jump onto a free platform. Now hit the remaining rhinos while standing on the platform. When all four rhinos are gone, you've cleared the Fortress!

BUTTER BRIDGE 1

Major Enemies: Koopa

You will NEVER make it through this World without bringing a Cape. You need its floating ability to use the weight platforms and to get past the Koopas. Don't say we didn't warn you!

Weight Platforms



The tall platforms in this World are connected in pairs. When you're standing on one platform, it will start to lower, while the other platform starts to

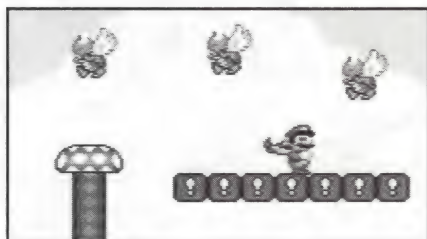
rise. Sometimes, you'll have to stand on one platform to make the other one rise high enough to jump to another set of platforms. Does this sound hard? It is!



There's one trick with the weight platforms you can accomplish with the Cape. By jumping straight up on a platform and then floating down, it will rise. So you can raise one platform without jumping onto the other one!

Red Platform and a Koopa Group

If you found the Red Switch, you'll see a

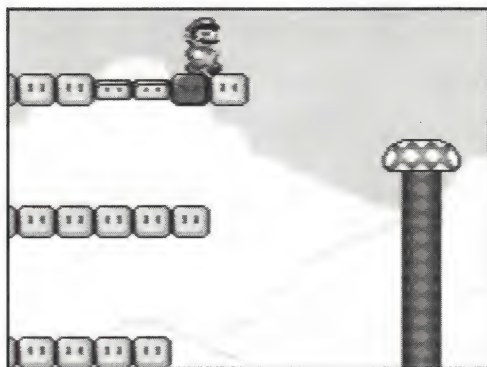
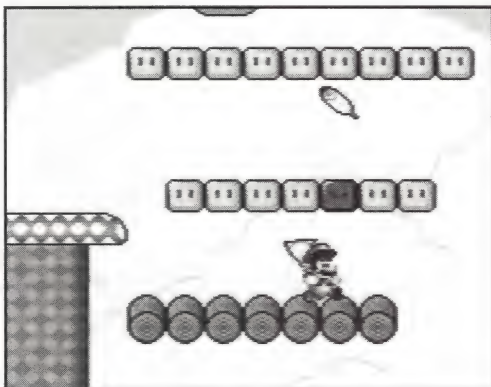


World 4: Cookie Mountain (Secrets)

long red platform at about the same as a long line of Koopas flies onto the screen. With the platform, you'll be able to stand below the Koopas and let them fly past you.

Rotating Block Platform

Halfway through the World, you'll find a group of Rotating Block ledges leading upward. Hit the Prize Block on the lowest of these ledges for a



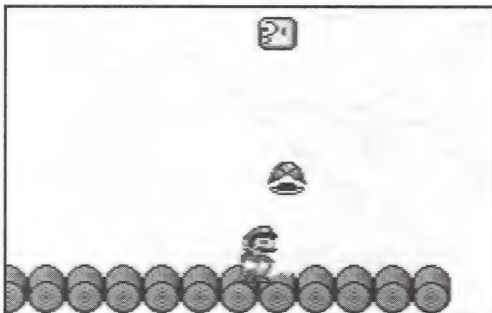
power-up. When you reach the highest of the ledges, hit the second block from the right for a coin (and a brown block to stand on).

BUTTER BRIDGE 2

Major Enemies: Super Koopa

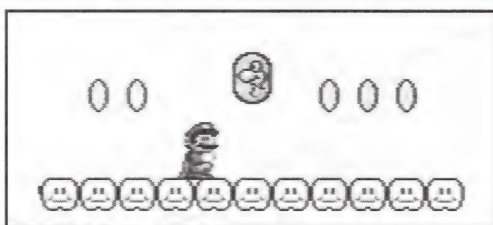
The swarming Super Koopas make this World very tough. With a Cape, you can take off at the start of the World and fly to the Giant Gate, but that's taking the easy way out. Be a manly Mario and play through the hard way!

Koopa Shell and Prize Block



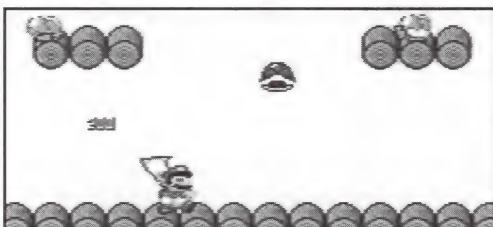
Pick up the green Koopa shell and throw it straight up to hit the Prize Block for a power-up.

Fly to the Dragon Coin



There are two cloud ledges near the beginning of the World, one of which has a Dragon Coin above it.

Kicking Koopas

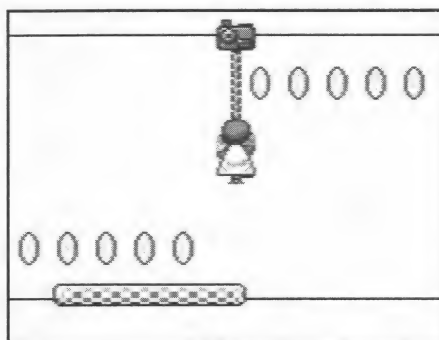


A group of shell-kicking Koopas stands between you and the Midway Gate. When you see one on the screen, run to the right quickly to run underneath the shell. You can also jump over the shell if you've got the timing!

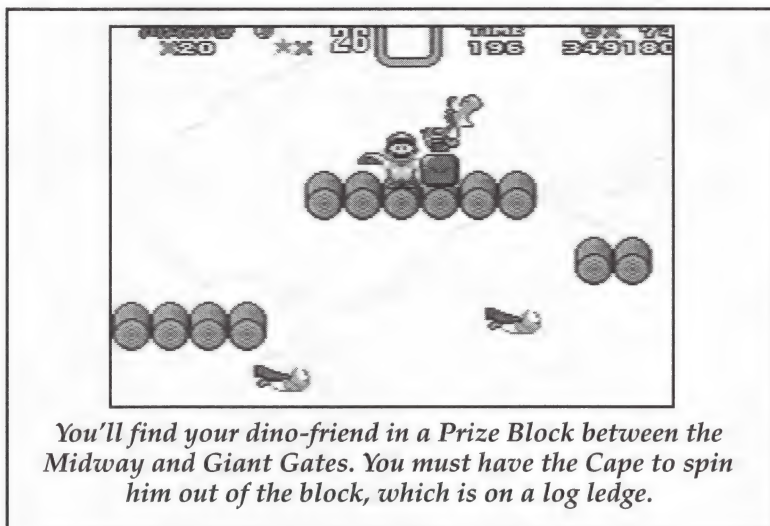
World 4: Cookie Mountain (Secrets)

Coins-On-A-Rope

Look for two blue pipes and go down the pipe on the right. You'll enter an area with a white platform and a rope. The platform will start going to the right when you touch it, as will the rope. By jumping up and down between the platform and the rope, you can collect most of the coins in this area before you reach the exit pipe. If you want to, you can even hang on and wait for the rope and platform to head back to the left!



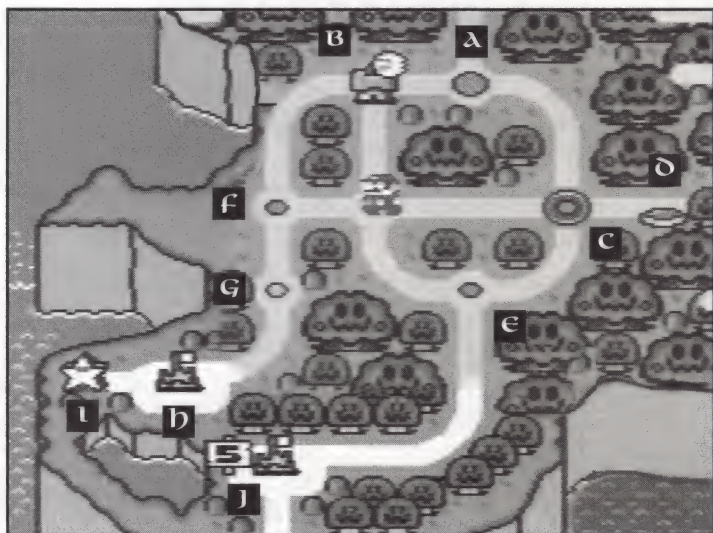
Yoshi



You'll find your dino-friend in a Prize Block between the Midway and Giant Gates. You must have the Cape to spin him out of the block, which is on a log ledge.

CHAPTER 14

World 5: Forest of Illusion



FOREST OF ILLUSION 1

Second Goal (Leads to Forest Ghost House)

Look for a single Prize Block just past three groups of Koopas and Wigglers. Drop down to the ledge below the



World 5: Forest of Illusion (Secrets)



block and hit the block for a Power Balloon. Grab the Balloon and float to the left, past the flying Koopa, to another Prize Block with a lock underneath. Hit the block from below for a key, then... well, you know what to do.

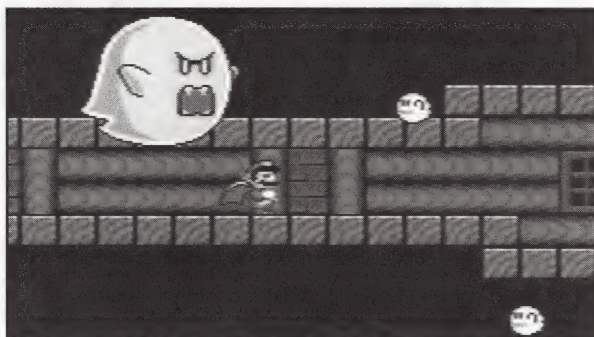
FOREST GHOST HOUSE

Major Enemies: Big Boo, Boo Buddies, Eeries

A simple Ghost House with a simple-to-find hidden goal.

Ghost Tunnel

The first section of the House is a sprint through a narrow tunnel filled with Big Boos, Boo Buddies, and Eeries.

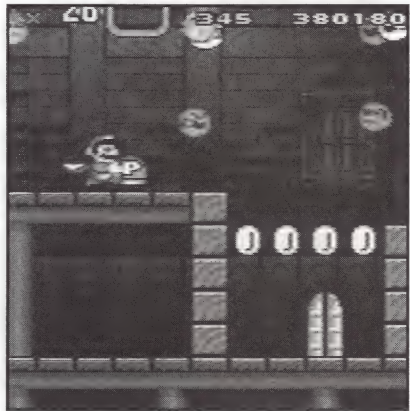
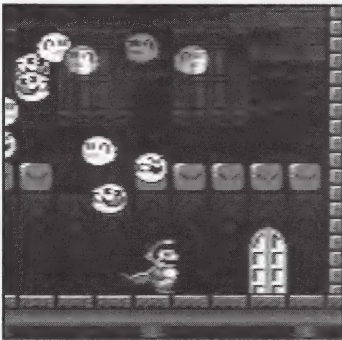


Remember that when you face the Boos, you freeze them. The Eeries are trickier, but you can get past them with a little practice.

When you exit the tunnel, continue to the right (past two Prize Blocks) until you find the door.

Boo Buddy Bombardment

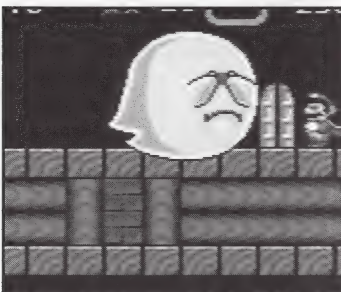
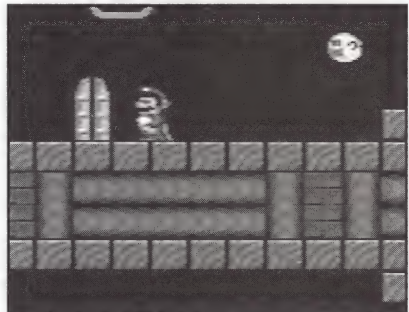
In the second section of the House, watch out for the Boo Buddies above you. Move to the left and find until you find the Switch Block. Pick it up



and walk to the right into the area past the brown door. Use the Switch Block to reveal a blue door and go through.

Get Outta Here!

You'll appear in an area above the Ghost Tunnel! Move to the left and jump over the wall. Run to the left until you find a door. Go through it to find the exit!



Second Goal (Leads to Forest of Illusion 1)

Follow all the steps detailed above, until you find the brown door above the Ghost Tunnel. Don't go through the door, but keep

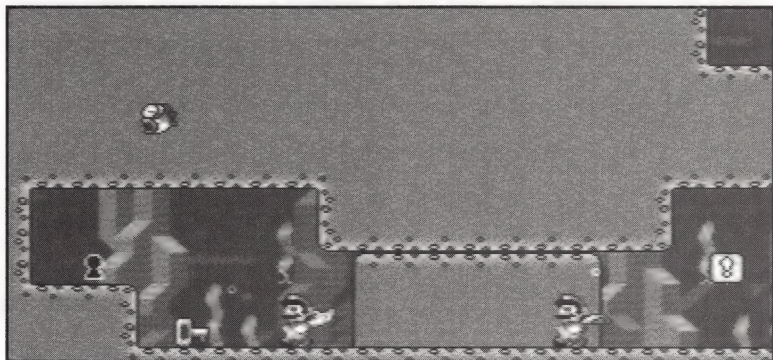
World 5: Forest of Illusion (Secrets)

going to the left instead! Don't stop until you've found a Dragon Coin and a second brown door. Use this door to find the second Giant Gate (with a 3-Up Moon to grab before you hit the Gate).



FOREST OF ILLUSION 2

Second Goal (Leads to Blue Switch Palace)

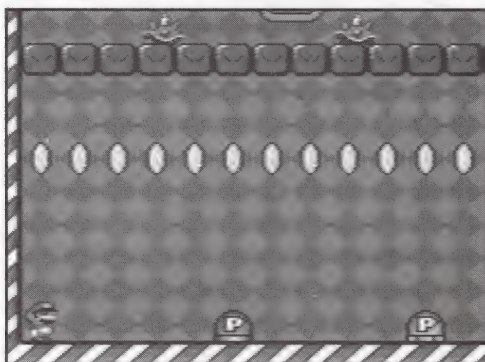


When you get close to the Ripper Rush (and the Giant Gate), don't swim to the right. Instead, look for a single yellow Exclamation Block (or a dotted line block, if you didn't hit the Yellow Switch, which you should have by now!). Swim to the left of the block, through the wall and into a secret chamber! Pick up the key and use it in the lock.

BLUE SWITCH PALACE

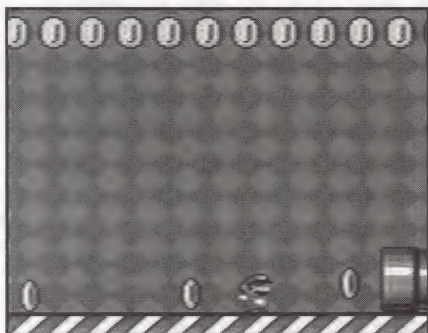
Major Enemies: Spinys

Silver Coins

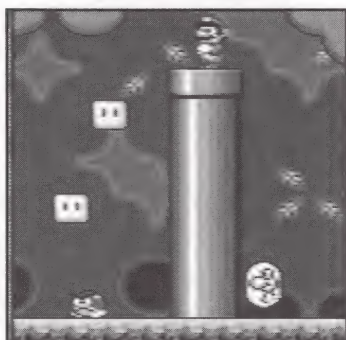


Collect as many coins as you can, then hit the blue Switch Block to turn the brown blocks into coins (and vice versa). The Spinys will fall to the ground. Now hit the silver

Switch Block to turn the Spike Tops into silver coins! Grab the shiny silver coins for points and a 1-Up, then go through the pipe to hit the Blue Switch!



FOREST OF ILLUSION 3

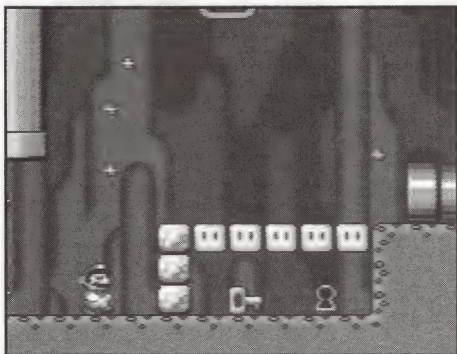


Second Goal (Leads to Roy's Castle)

Go down the tall green pipe to the right of the Chargin' Chuck. You'll find the lock and key (underneath a row of Rotating Blocks). If you're

World 5: Forest of Illusion (Secrets)

powered up, you can smash through the Rotating Blocks. If you've got Yoshi, you can eat the key and touch the lock. If you're a Small Mario AND you don't have Yoshi, you're out of luck!



FOREST OF ILLUSION 4

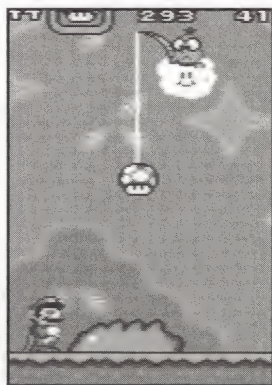
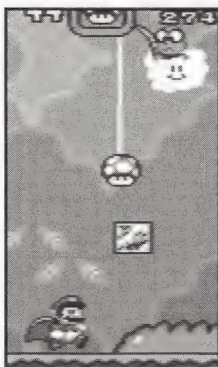
Major Enemies: Fishin' Lakitu, Koopa, Lakitu

There are two strange piles of Grab Blocks in this World, along with the pesky Lakitu. Try to get rid of him quickly when he shows up.

The Fishin' Lakitu

The angler at the beginning of this World has an Extra Mario Mushroom dangling on the end of the line, but you shouldn't take it. If you do, the Fishin' Lakitu will turn into a normal

Lakitu and start spitting Spinys down at you.

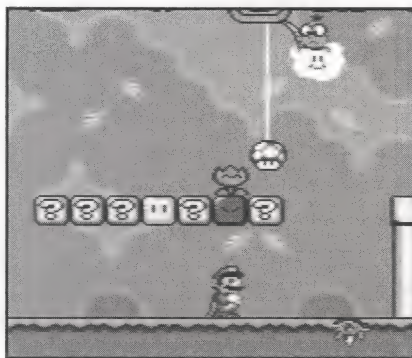


Power-Up Block

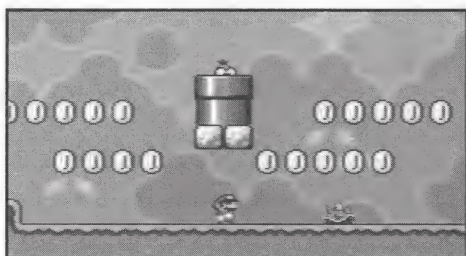
Look for it halfway between the start of the World and the Midway Gate.

A Row of Prize Blocks

You'll find a row of six Prize Blocks with a Rotating Block in the middle. Hit the second Prize Block from the right for a power-up.

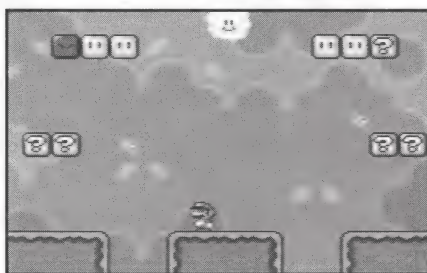


Switch Block



You'll find this block underneath a blue pipe in the air. Use it next to the pipe to cause twenty coins to appear.

Prize Blocks and Rotating Blocks

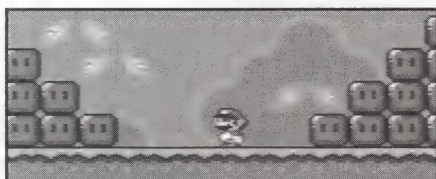


There's a tall group of Prize and Rotating Blocks past the Midway Gate. Hit the highest Prize Block on the left side of the group for a power-up. Be sure that the

effects of the Switch Block have worn off, or you might destroy the blocks you need to reach the Prize Block.

Grab Blocks

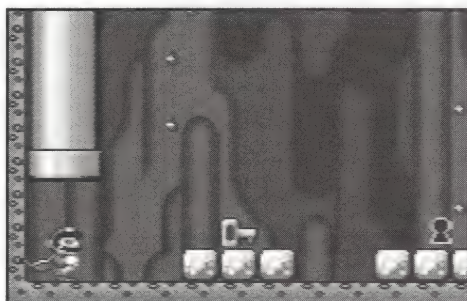
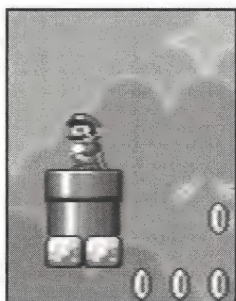
There are two large piles of Grab Blocks between the Midway



World 5: Forest of Illusion (Secrets)

Gate and Giant Gate. Grab them and throw them up at the attacking Lakitu, or just see how many you can smash!

Second Goal (Leads to Forest Secret Area)



Go into the blue pipe in the air (located past the Midway Gate). You can fly up there with the Cape or a cloud "borrowed" from a Lakitu. You'll find the lock and key inside the pipe.

FOREST SECRET AREA

Major Enemies: Koopa

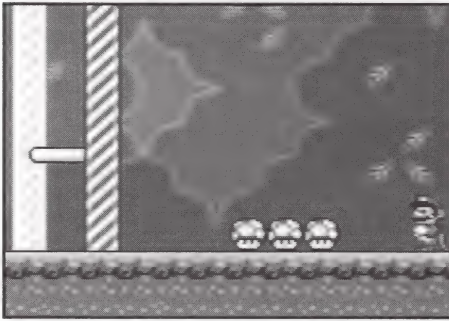
Got a Cape? If you do, then you can just fly through this area to the Giant Gate. If you want to brave the perils of the flying platforms, you'll find a Prize Block or two along the way.

Blue Ledge and 1-Up

If you tripped the Blue Switch before coming to this World, you'll find a blue block ledge about halfway through the World. Hit the Rotating Block above the ledge for an Extra Mario Mushroom.



Mushrooms Behind the Gate

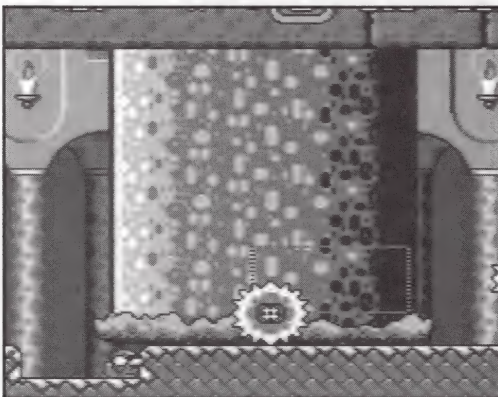


If you've got the Cape, fly up and over the Giant Gate. You'll find three Extra Mario Mushrooms on the right side of the Gate. Gobble them up!

FOREST FORTRESS

Major Enemies: Grinder

This Fortress has an extremely tough-to-reach second door that will provide you with a bounty of Extra Mario Mushrooms.



Plunger and Grinders

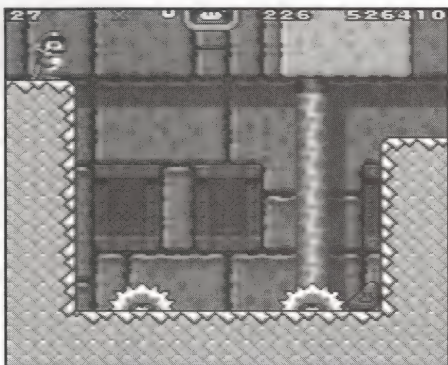
The first area of the Fortress is a scrolling area with the deadly Plunger coming from the top of the screen. And if the Plunger isn't enough to

make you sweat, you'll have to dodge it while Grinders try to make sliced Mario!

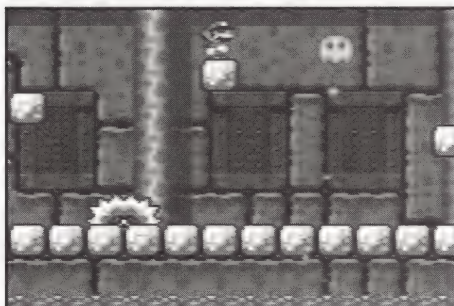
If you've found and cleared the Switch Palaces, the gaps in this area will be filled with Exclamation Blocks. It's much harder to get through this area without the Exclamation Blocks!

Grinder Ramp

Two nice, sharp Grinders move back and forth near a ramp in the second area of the Fortress. Move left until you no longer hear the Grinders. Now, when you return to the right and they may have disappeared!



Stepping Stones



Jump across the stones to avoid the Grinders on the ground, but watch out for the fireballs that shoot up between the stones. Take your time!

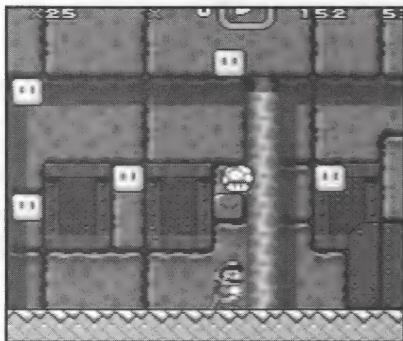
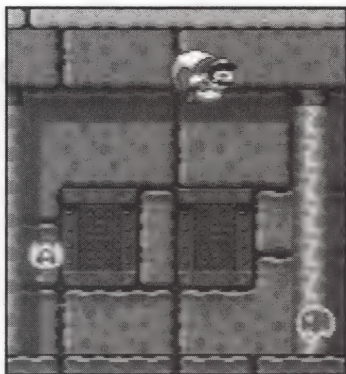
Second Door and Nine Lives

Once you pass the stepping stones, you'll only have to get through a few Grinders (make sure to hit the Prize Block for a power-up) before you reach the red door. But if you've got the Cape, you can try to reach a top-secret second door.



Super Mario World Secrets

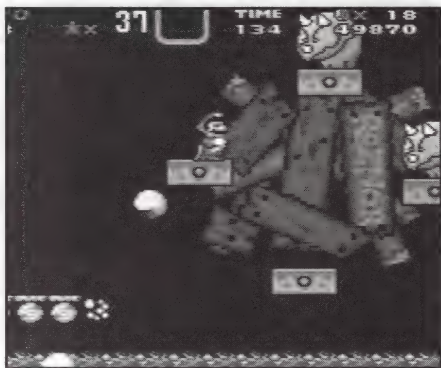
Get a running start on the ledge above the door and take off to the right. Now stay as high on the screen as you can. Don't hit the ceiling or you'll go into a dive. If you stay high enough, you'll avoid the fireballs coming from the huge lava pit.



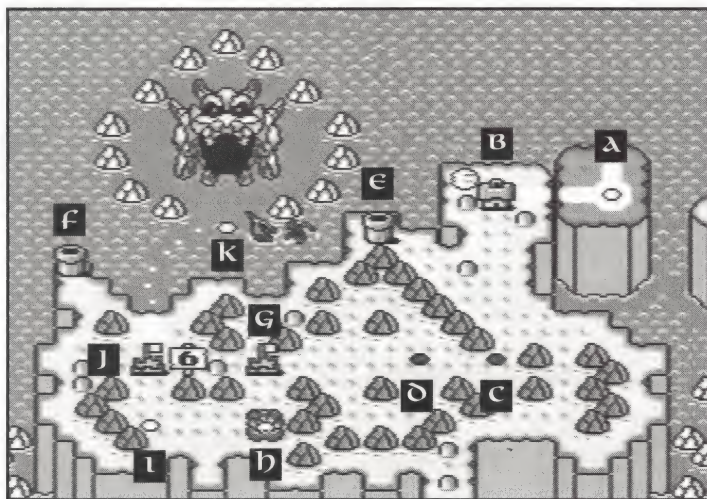
There are nine Rotating Blocks near the second door, each of which holds an Extra Mario Mushroom! That's nine free lives to collect before you enter the red door to face Reznor!

Reznor

By now you should be familiar with the Rez-meister. Hit one or more of the heads from underneath; then, when the ledge starts to disappear, jump onto a free platform. Now bop the remaining heads while standing on the platform. When all four heads are gone, you've cleared the Fortress and Rez is history... again!



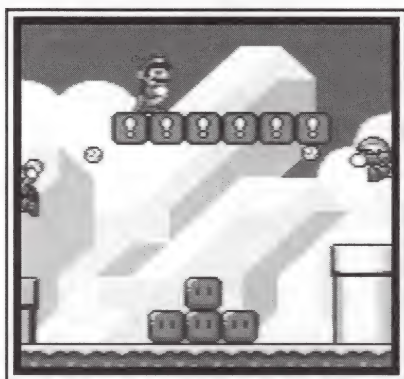
World 6: Chocolate Island



CHOCOLATE ISLAND 2

Second Goal (Leads to Chocolate Secret)

As we mentioned in the Walkthrough section, this is a strange area! However, it's very easy to reach the hidden goal. All you have to do is finish the first two sections of the World before the timer goes under 250. If you race the clock and win, you'll enter the Hidden Zone.



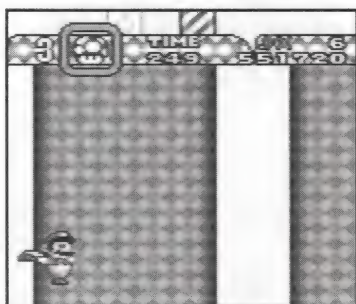
colored platforms to jump on. You'll find the lock and key to the far right.

When you enter the Hidden Zone, go to the right, over the Chargin' Chucks. If you've tripped Switches along the way, you'll find



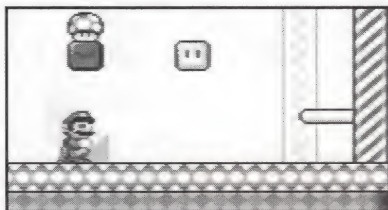
CHOCOLATE ISLAND 3

Second Goal (Leads to Chocolate Fortress)

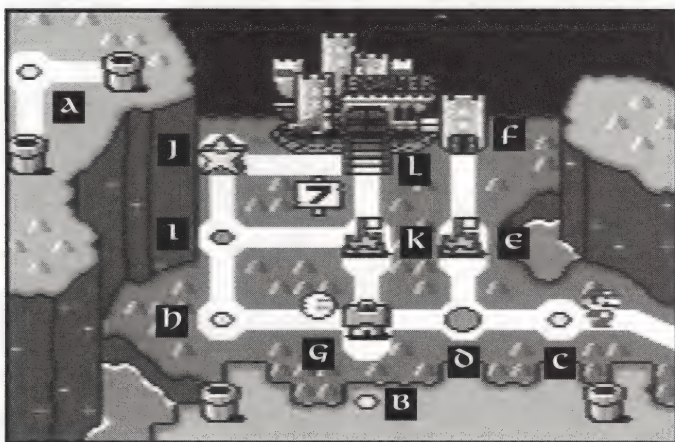


three arrow signs. Now get a running start and take off, flying to the right. Maintain your altitude until you find the second Giant Gate. Hit the Rotating Blocks for Extra Mario Mushrooms, then go through the Gate to open the way to the Fortress.

You've got to have the Cape to reach the hidden goal. Travel all the way through the World until you're underneath the Giant Gate, next to the



World 7: Valley of Bowser



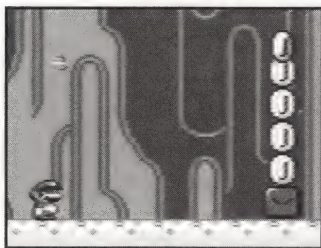
DONUT SECRET 2

Major Enemies: Jumping Pirhana Plant, Koopa, Spike Top

Like some of the hidden Worlds, this area doesn't pose much of a challenge. The coin snake is cool, and so is the Power Balloon pipe.

Coin Snake

Walk to the right until you see a yellow Koopa. Hit him with a regular jump and use his shell to hit the Prize Block

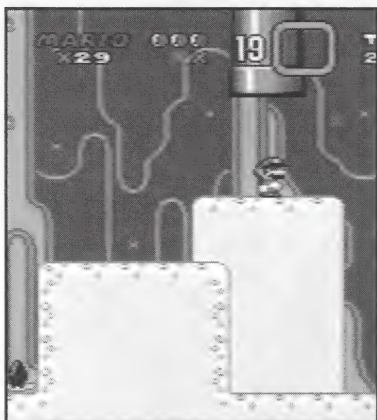
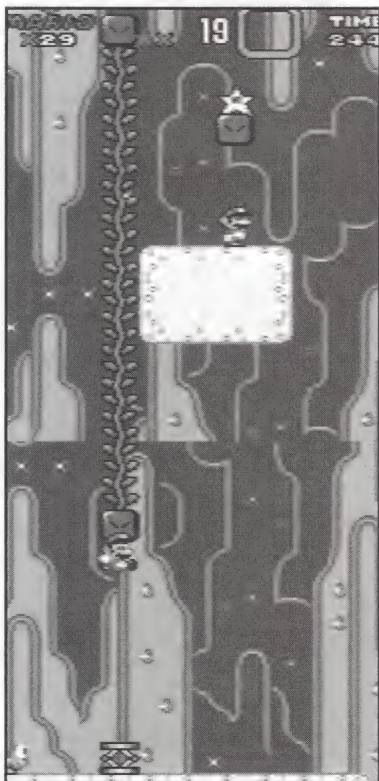


on the ground. You'll unleash a coin snake! Use the controller to steer the snake, and remember not to make the snake hit itself. When the snake stops forming, grab your coins!

Climb to the Super Star

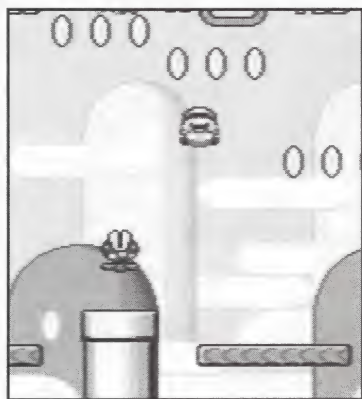
Bounce off the Jumping Board to hit the Rotating Block. You'll reveal a vine. Climb up the vine and hit the the second Rotating Block for a Super Star!

Collect Coins With the Power Balloon



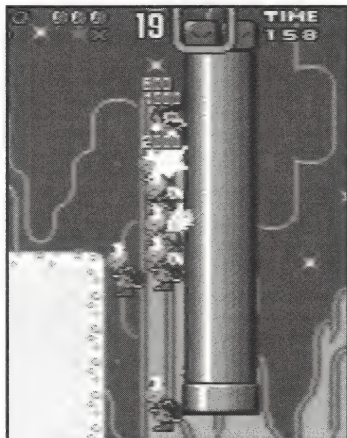
ground area. Hit the Prize Block and jump up to grab

Jump up into the first green pipe you find. You'll enter an above-



World 7: The Valley of Bowser (Secrets)

the Power Balloon. Now float to the right, collecting the coins along the way. If you're quick enough, you should be able to grab all of the coins and make it to the exit pipe before the Balloon wears off.



Red Koopas

There's a column of Red Koopas flying next to the green pipe just before the Giant Gate. Jump on top of the highest Koopa and stay next to the pipe. You'll clobber every one of the Koopas and earn a 1-Up when you hit the last one.

CHOCOLATE SECRET

Major Enemies: Buzzy Beetle, Chargin' Chuck, Spike Tops

This three-part hidden World has to be one of the hardest. Being powered up will be immensely helpful in getting through here alive!

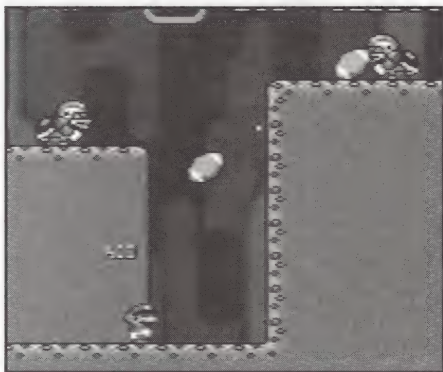
Wait For the Blargg

When you land at the start of the World, wait a moment for the Blargg to jump out of the lava pool. Now you can safely bounce off the Jumping Board.

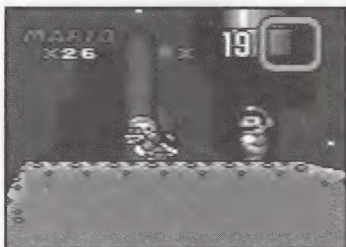


Buzzy Beetles and Chargin' Chucks

Two football-kicking Chucks block your progress soon into the World. Hit the Buzzy Beetles below them with regular jumps and throw the Beetles to hit the Chucks!



Amazing Pipe



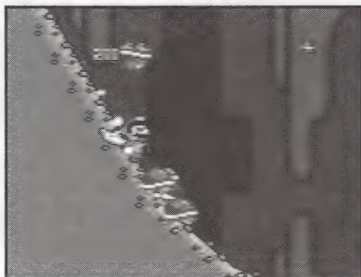
There's a green pipe above the third Chargin' Chuck you encounter in this World. If you jump up and enter it, you'll have to get through an area with



falling platforms and an Amazing Flyin' Hammer Brother. There's nothing of interest here, so don't bother going into the pipe unless you're really curious.

A Long Way Down

The second area of the World is a LONG way down a series of hills. If you've got the Cape, you can float in the air and avoid walking on the hills

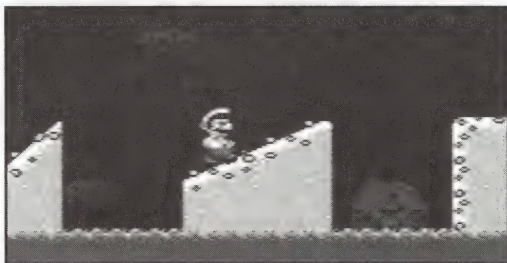


World 7: The Valley of Bowser (Secrets)

(and running into danger). Without the Cape, hold Down on the controller and Mario will slide down the hills on his rear end, slamming through the Buzzy Beetles!

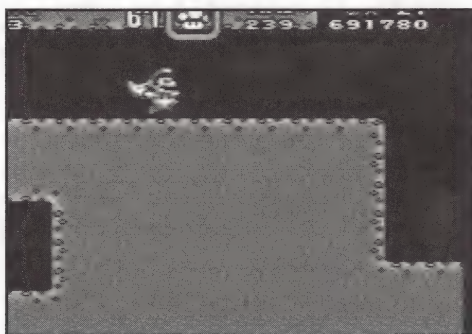
Sand Sprint

The third and final part of the World is an area with sand bars and Chargin' Chucks. The sand bars are placed above lava pits, and they'll start to lower into the lava as soon as you touch the first bar. Jump as fast as you can to the right to avoid being boiled alive (blech!).



VALLEY OF BOWSER 2

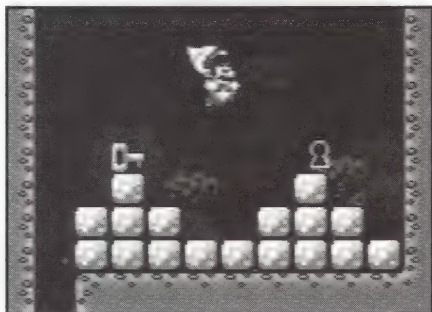
Second Goal (Leads to Valley Fortress)



You'll need the Cape to reach this hidden goal. Play through the World until you reach the third area (with the rising sand and Mega Moles). Get past the first rising sand bar

and move to the right until you can't see the bar any more. Return to the left and you'll find the tunnel that was filled with sand is now clear again.

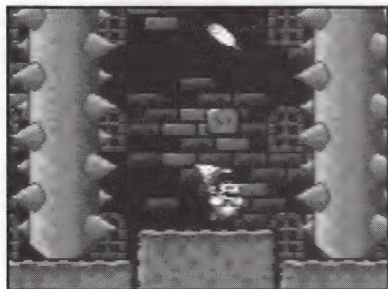
Go into the tunnel and get a running start to the right. Now take off and fly out of the right side of the tunnel, up, and left. You'll land on top of the tunnel! You won't see yourself on the screen, but that's okay. Run to the left until you find a hidden chamber with a lock and key. You know what to do from here!



VALLEY FORTRESS

Major Enemies: Bony Beetle, Dry Bones

This Fortress is one large spike-filled area! Timing is everything in this World.

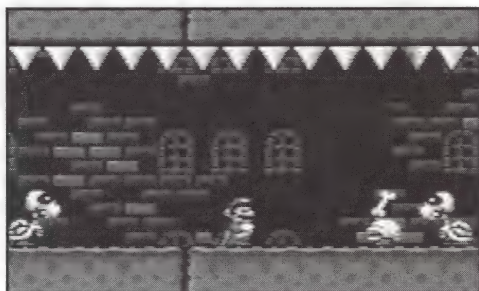


Green Feather Block

Run quickly to the right at the start of the Fortress. If you hit the Green Switch, you'll find an Exclamation Block with a Feather inside.

Bone Area

You'll find two Dry Bones and one Bony Beetle in a flat area between two groups of spikes. With the Cape, you can

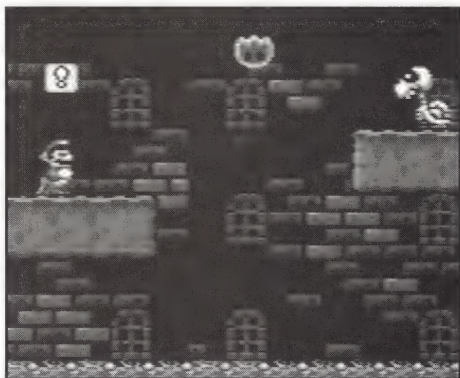


World 7: The Valley of Bowser (Secrets)

spin to hit them. Otherwise, jump over them. Watch out for the rotting brown spikes that fall down at you.

Bones and Fireballs

After the second spike area, you'll find three ledges populated with Dry Bones and Bony Beetles. Hit the yellow Exclamation Block above the first ledge for a power-up.



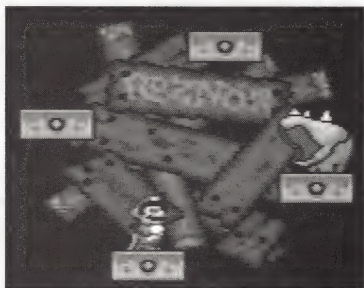
Spikes



The final spike zone is the toughest. Run to the right when the spikes recede and get into a safe area before they smash back onto the screen. The final spike between you and the red door pokes up from the ledge instead of down from the roof.

Reznor

Yes, it's the Rez-man again. So what are you waiting for? You know what to do. Hit one or more of the heads from underneath. When the



ledge starts to disappear, jump onto a free platform. Now hit the remaining heads while standing on the platform. When all four heads are gone, you've cleared the Fortress!

Back Door

Major Enemies: Black Starfish, Mechakoopas

You can take this shortcut to Bowser if you get through the Valley Fortress. It's a small section similar to the last area before Bowser in the Front Door!

Let There Be Light

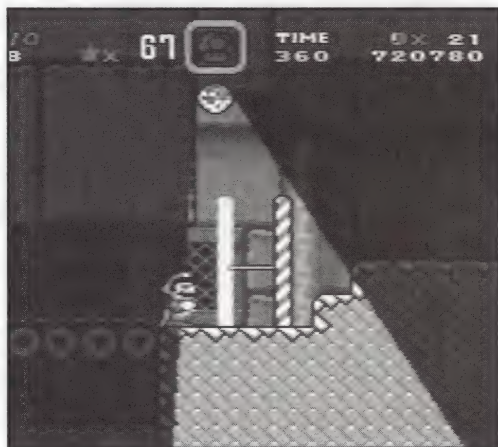
This area is dark at first. Walk to the right and look for a prize block. Hit the block and you'll turn on a spotlight! You can turn the light on and off by hitting the block, but you should leave it on (of course).

Mechakoopas

You'll see Mechakoopas in this dark tunnel, along with some unnamed starfish. If you hit the Mechakoopas with a regular jump, you can pick them up and throw them or carry them.

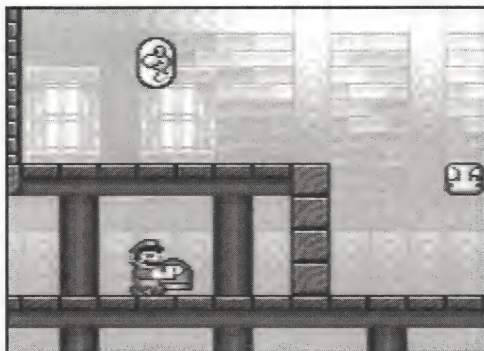
Midway Gate

There's a Midway Gate just before the door leading to Bowser. Break the tape and you'll start from the Gate if you lose to Bowser the first time you battle him.



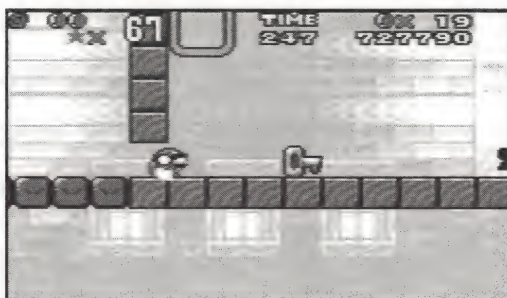
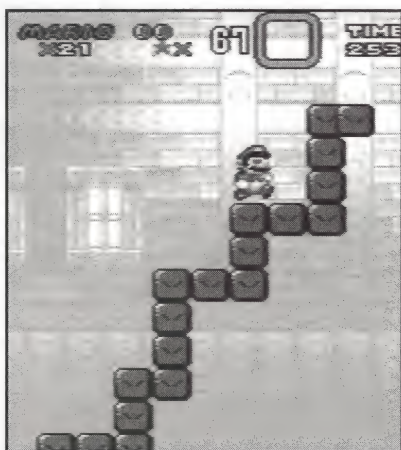
VALLEY GHOST HOUSE

Second Goal (Leads to Larry's Castle)



Go into the coin snake room on the left side. Pick up the Switch Block and carry it with you to the right until you reach the Prize Block with the coin snake inside.

Now use the Switch Block and hit the Prize Block. The coin snake will be a brown block snake! Steer the snake up and right, and climb up with it. You'll find a small chamber with a smaller entry hole! If you're Small Mario, you can run through the hole. If you're a big Mario, you'll need to



get a running start, and then slide through the hole. See the pictures on this page for a clearer understanding of how to do this.

VALLEY OF BOWSER 4

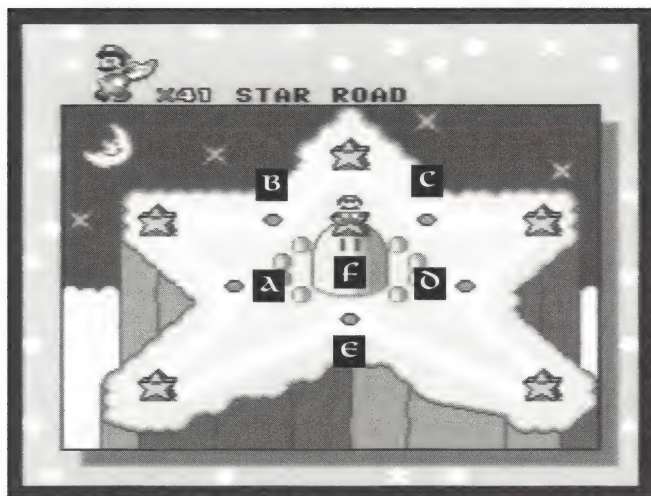
Second Goal (Leads to Star World 5)



Make it through the World with Yoshi until you're almost at the Giant Gate. You'll see a key trapped in solid rock. With Yoshi, you can eat the key and touch the lock. Yoshi is the ONLY way to get the key and open the hidden goal!

CHAPTER 17

The Star Road



THE SHORTCUT TO BOWSER

The Star Road is a secret World that serves three purposes. It allows you to warp to different locations in Dinosaur Land. It allows you to find the three colored Yoshis (Blue, Yellow and Red). And it's the only way to reach the ultra-secret Special World.

There are five points and five Worlds on the Star Road. Every one of the Star Worlds has two goals. If you find the hidden goal in a Star World, you'll open a path to the next Star World.

By using the Star Road, it's possible to beat Super Mario World in about an hour. Don't believe it? We didn't either, until we tried it. Read on to learn the path we took.

The Fast Path

1. *Yoshi's Island 1*
Yellow Switch Palace
2. *Yoshi's Island 2*
3. *Yoshi's Island 3*
4. *Yoshi's Island 4*
5. *Iggy's Castle*
6. *Donut Plains 1 (Hidden Goal)*
7. *Donut Secret 1 (Hidden Goal)*
8. *Donut Secret House (Hidden Goal)*

Star Road

9. *Star World 1 (Hidden Goal)*
10. *Star World 2 (Hidden Goal)*
11. *Star World 3 (Hidden Goal)*
12. *Star World 4 (Hidden Goal)*

Star Road

13. *Front Door (of Bowser's Castle)*

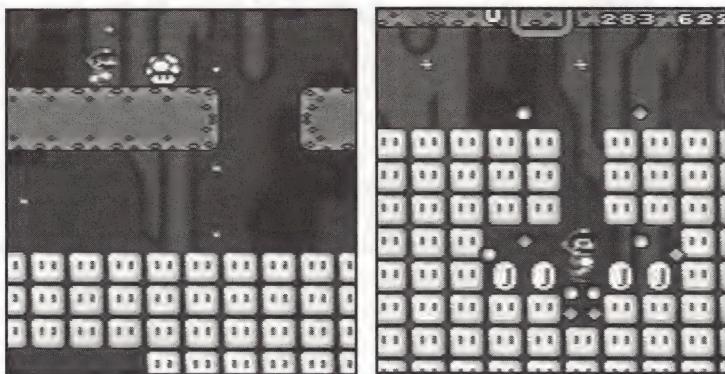
That's an unbelievably low 13 goals found to finish the game. It's possible to finish with only 11 goals, but we went to Yoshi's Island 1 to get to the Yellow Switch Palace. Without at least the Yellow Exclamation Point Blocks to help, the game is tremendously difficult.

STAR WORLD 1

Major Enemies: Koopa

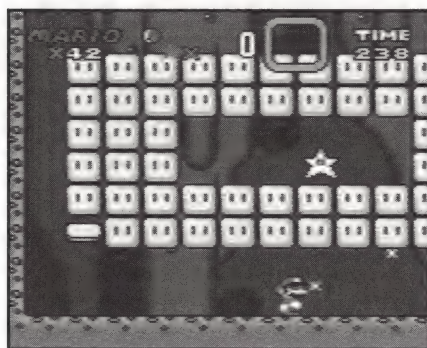
This Star World has the easiest hidden goal to find, and it's not very difficult to complete the normal way either! Just keep traveling downward and you'll stumble upon lots of power-up items and coins.

Rotating Blocks!



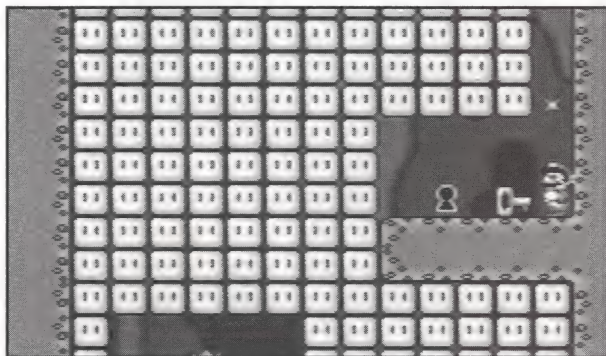
This entire World is a trip downward through layers of Rotating Blocks. There's a Super Mushroom at the very beginning of the World, because you'll have to be powered up if you're going to smash through the blocks!

Super Stars



Look for the Super Stars as you drop through the blocks. Grab them and start hitting the Koopas. By grabbing multiple Stars and staying invulnerable for a longer length of time, you may be able to start scoring 1-Ups!

Second Goal (Leads to Star World 2)



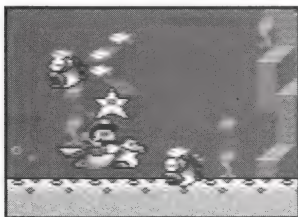
At the start of the World, run to the far right side of the Rotating Blocks. Do a spin jump and keep smashing straight down through the bricks until you find a lock and key.

STAR WORLD 2

Major Enemies: Blurps, Rip Van Fish

A very simple World. Just swim to the right and go through the pipe! Even the hidden goal is easy to find.

Blue Yoshi and Super Star

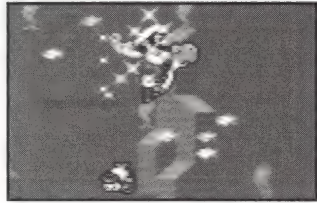


At the start of the World, there's a baby Yoshi on the ocean floor. Pick the Yoshi up, then touch the Super Star. With the Yoshi in your hands, you'll be able to swim quickly to the right. If you swim fast enough, you'll make it to a Prize Block with another Super Star inside. Touch the

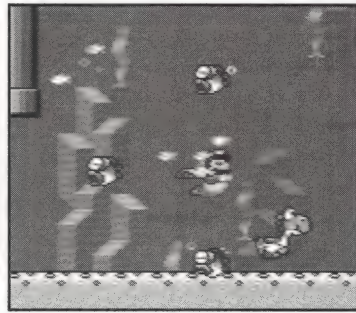
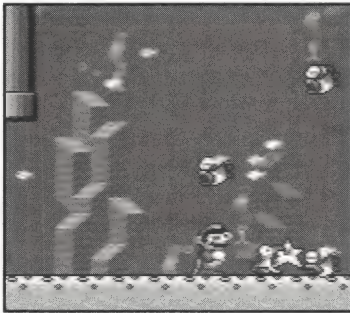


The Star Road

second Star before the first one wears off to continue multiplying the points you get for hitting the fish.

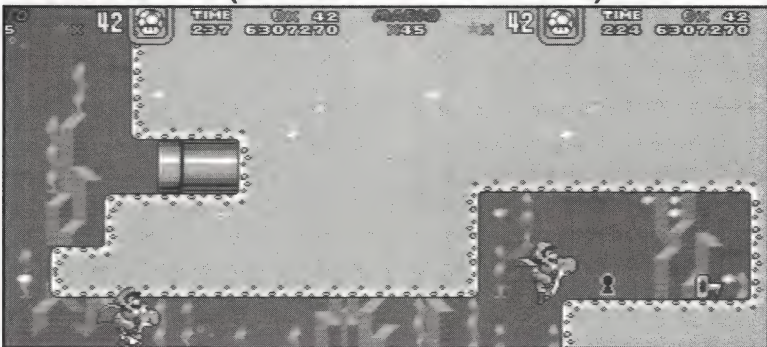


Instant Yoshi Growth



If you want to pass up the Super Star and feed it to the baby Yoshi, it will instantly grow into a big Yoshi. It's a Blue Yoshi, probably the best Yoshi in the game (thanks to its flying powers).

Second Goal (Leads to Star World 3)



When you reach the exit pipe, don't swim into it. Instead, swim underneath it, into the small tunnel at the bottom of the screen. Go to the right until you find the lock and key.

STAR WORLD 3

Major Enemies: Lakitu, Spiny

The smallest World in the game (with the exception of the Top Secret Area, which doesn't really count since there aren't any enemies). Finding the normal goal isn't a problem, and the hidden goal isn't much tougher to reach.

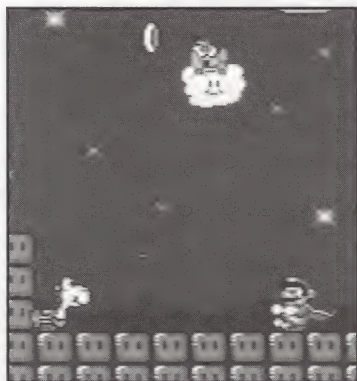
Yellow Yoshi



Pick Yoshi up and feed him the dropping Spinys. When he grows to full size, use the silver Switch Block.

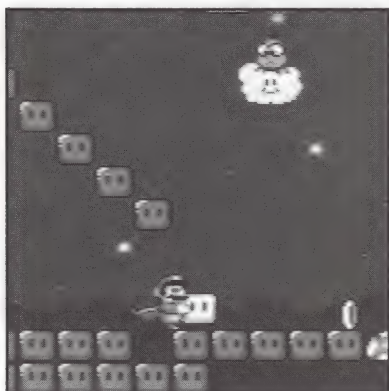
Silver Switch Block

Before you waste the Lakitu, hit the silver Switch Block and the Spinys that the Lakitu normally spits out will become silver coins. You should catch enough coins to get a 1-Up



before the Lakitu starts spitting Spinys again.

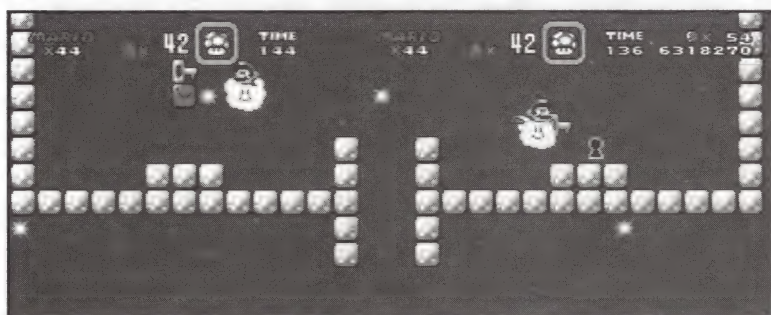
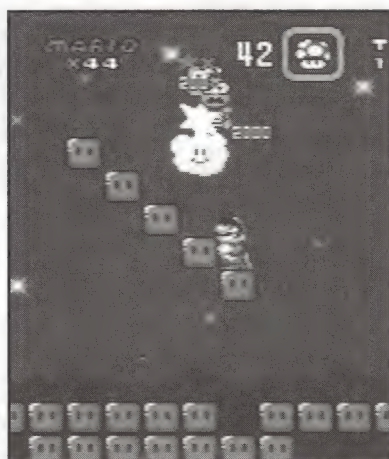
Second Goal (Leads to Star World 4)



Pick up one of the Grab Blocks and run to the right.

The Star Road

Jump up onto the high Grab Blocks and throw the block you're carrying at the Lakitu to knock it out of its cloud.



Now hop into the cloud and fly upward. Fly left and hit the Prize Block for the key, then pick it up and fly to the right to insert it into the lock.

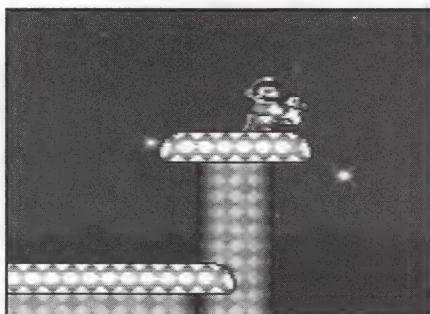
STAR WORLD 4

Major Enemies: Koopa

If you decide to try the super-short pathway through the game we mentioned, you'll find this to be the hardest world to pass, since you couldn't get the Green or Red Switches that make reaching the hidden goal so easy.

Red Yoshi

Pick up the baby Yoshi at the start of the World and carry him with you. After five feedings, he'll sprout into a full-grown Yoshi.



Get Your Wings

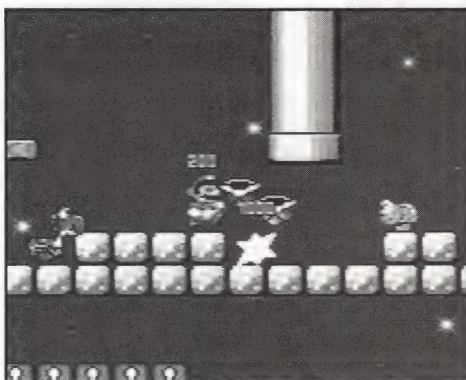


Eat a Blue Koopa with Yoshi and he'll be able to fly. Soar to the right, hitting the Prize Block along the way for a power-up. When Yoshi starts to swallow, land on a green ledge and look

for another blue Koopa to devour. If you're lucky, you'll be able to fly all the way to the orange pipe before Yoshi swallows the second blue Koopa.

Shell Smash

When you reach the orange pipe, a Koopa will kick his shell into the small space beneath the pipe. Kick the yellow shell into the space to smash the bouncing shell and clear the way.



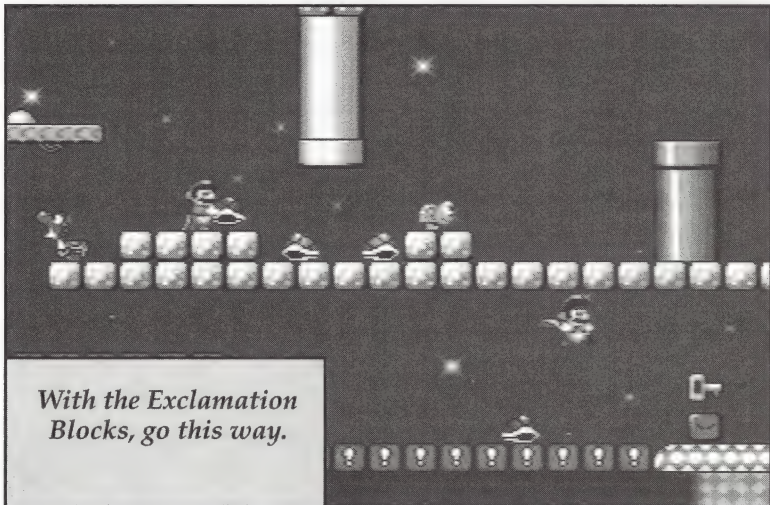
Single Ledges

Watch out for the single rotating ledges near the Giant Gate. Don't be fooled into thinking that they're the triple ledges!

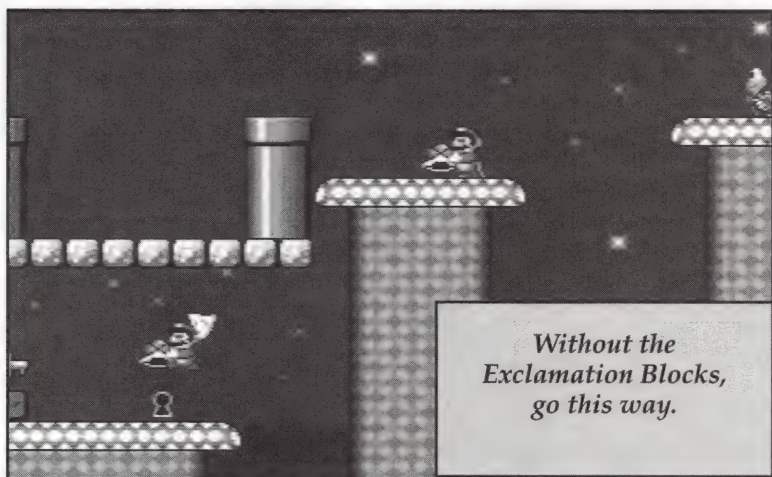


Second Goal (Leads to Star World 5)

You'll have to dismount the Red Yoshi to get this goal, because Yoshi can't hold onto shells in his mouth; he can only spit out fireballs. And you should have found the Green and Red Switch Palaces before reaching this World. You can reach the hidden goal without having hit these switches, but it will be tough.



When you reach the orange pipe, pick up the shell and hold onto it. Walk off the left side of the stone ledge and you'll fall onto a ledge of green Exclamation Blocks. Now walk to the right along the red Exclamation Blocks. Release the shell to hit the Prize Block. Alternately, if you have the Cape, use the Cape spin to hit the Prize Block. The key will come out of the Block.



Without the green and red ledges to help you, you must have the Cape. In that case, you would go past the orange pipe (staying on the stone ledge) and continue to the right until you pass two green pipes. Then you would walk off the right side of the ledge, floating with the Cape. Steer to the left and you'll land next to the lock. It's easier if the Exclamation Blocks are there.

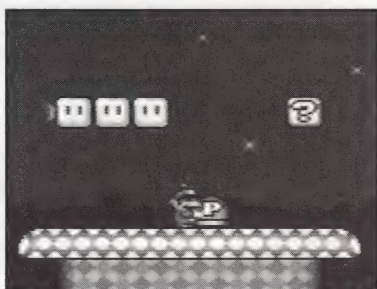
STAR WORLD 5

Major Enemies: Jumping Pirhana Plant, Koopa, Spiny

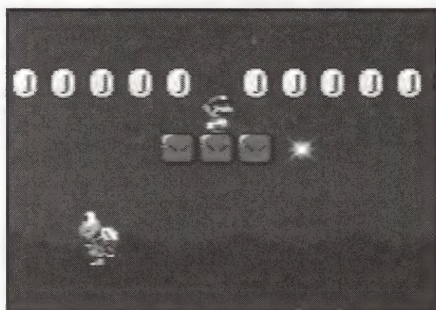
Without the Cape, this World is mean. You'll have to make near-impossible jumps by bouncing off Koopas and leap quickly across falling ledges to survive. Staying on the ground does have one reward: a Yellow Yoshi.

Switch Block and Coin Snake

Jump to the right until you find a Switch Block atop three Rotating Blocks, and a Prize Block.



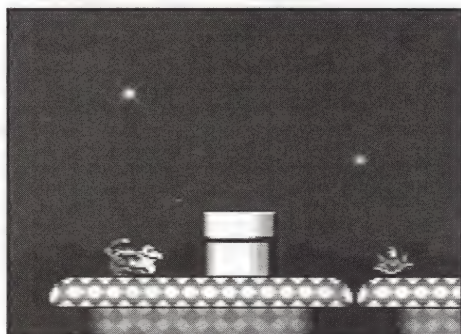
The Star Road



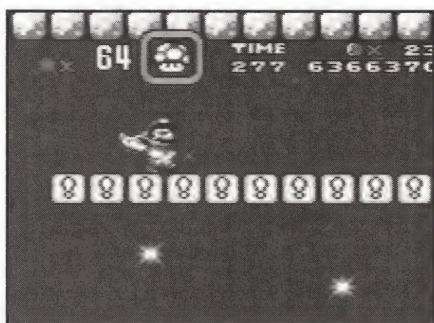
Hit the Switch Block, then hit the Prize Block to unleash the coin snake. Steer the snake to the right and walk along it. When you see a row of three coins below you, stand still and wait for the Switch Block to wear off. You'll fall down onto the row of coins (which is now brown blocks).

Yellow Yoshi

You'll find the baby Yoshi next to a yellow pipe. Pick him up and walk to the right, feeding him the Pirhana Plants and Spinys until he grows to full size!



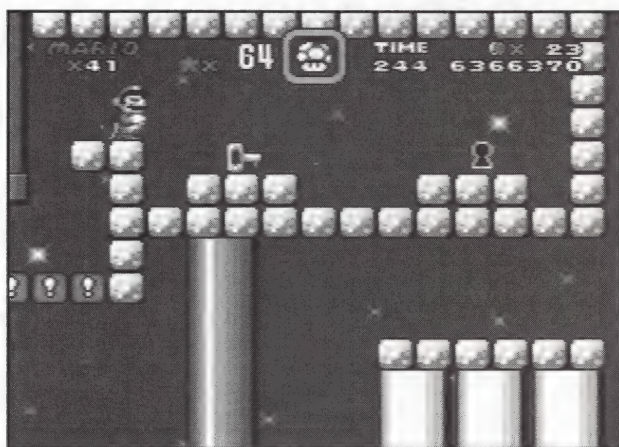
Second Goal (Leads to Special Zone)



You **MUST** have a Cape to reach the hidden goal, and you should have hit the Blue Switch. You can reach the goal without having hit the Blue Switch, but it's not very easy.

At the start of the World, run to the right and take off into the air. Stay as high as you can and maintain your altitude. Continue flying to the right until you see a ledge of Exclamation Blocks.

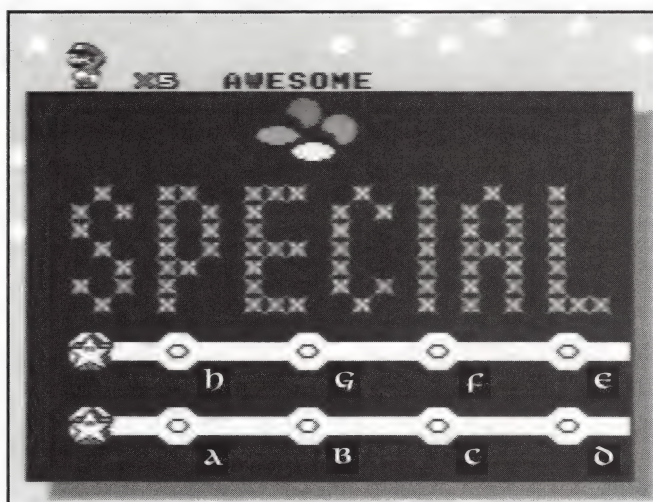
Super Mario World Secrets



Land on the ledge and run to the right. The blue ledge is the last ledge before the chamber with the lock and key.

If you didn't hit the Blue Switch, you'll need to get a running start on the ledge underneath the hidden goal. Soar straight up into the air and squeeze through the gap into the goal chamber.

The Special Zone



There's only a single entrance to the Special Zone, through the Star Road. There are eight Worlds to conquer (and eight goals). These Worlds are by far the most difficult in the entire game; they have tons of enemies and no Midway Gates. When you conquer them all, consider yourself a true Mario Master!

Before we go into the strategies, here's an interesting fact. The colorful logo on the Special Zone Map Screen is the logo for the Super Famicom, the Japanese version of the Super NES! It's strange that Nintendo didn't change the graphic to something more appropriate for U.S. gamers, isn't it?

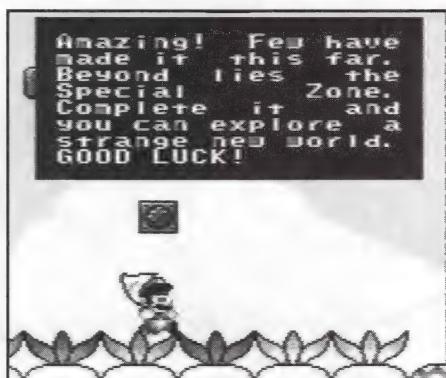
GNARLY

Major Enemies: Koopa

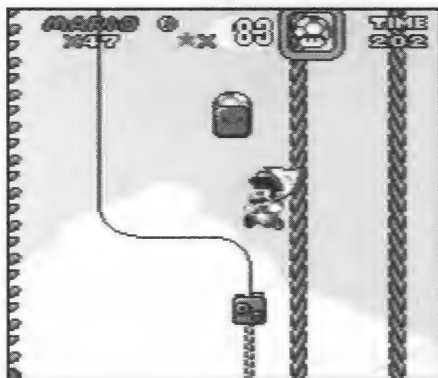
Like all of the Worlds in the Special Zone, it's quite wise to enter the world with a Cape and possibly even a Yoshi. Small Mario will quite simply be overwhelmed by the challenges of the Special Zone.

Message Block

Hit the Message Block at the start of the World to find out about the Special Zone. The "strange new world" is explained in the Super Secrets.



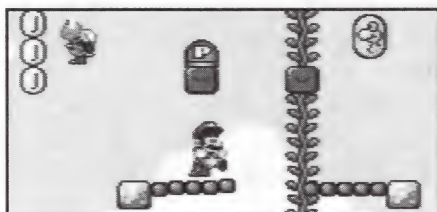
Ride the Rope to the 1-Up



Jump onto the rope on the right of the four Rotating Blocks (with vines inside). When you see a Rotating Block above you, jump up and hit it for an Extra Mario Mushroom. Now you've got to catch the Mushroom as it falls!

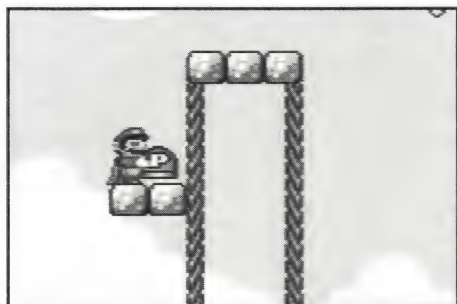
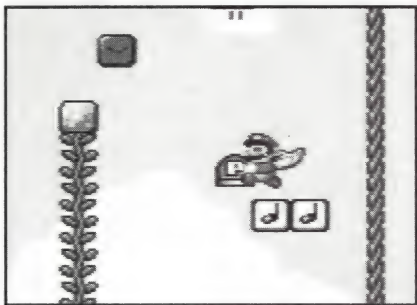
Switch Block and Green Pipe

You'll find the Switch Block in a Rotating



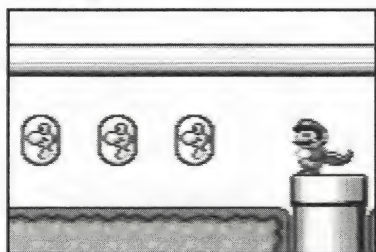
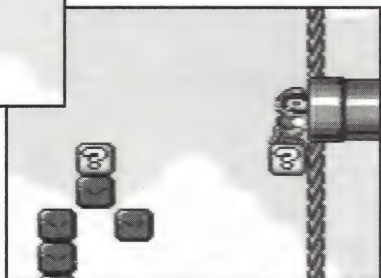
The Special Zone

Block with a red Koopa flying above it and a springboard below it. When you get the Block, grab it and use the Jump Blocks on the right to bounce up to the stone ledge.



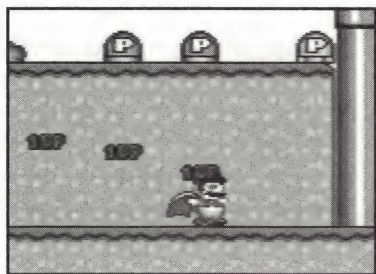
Use the Switch Block on the stone ledge, then jump to the right and hug the right side of the

screen. You'll land on a Prize Block just below the green pipe. Walk into the pipe before the block disappears!



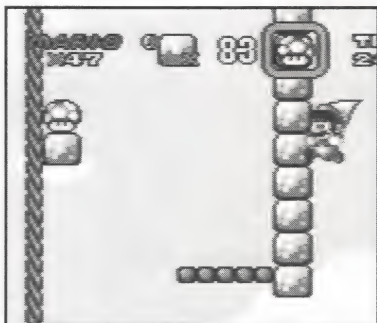
up to the Switch Blocks; just keep running along the ledge. You'll hit and collect three invisible 1-Ups!

When you come out of the silver pipe, run to the left to collect the Dragon Coins, then run to the right. Don't jump



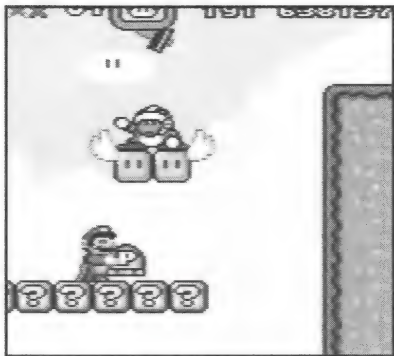
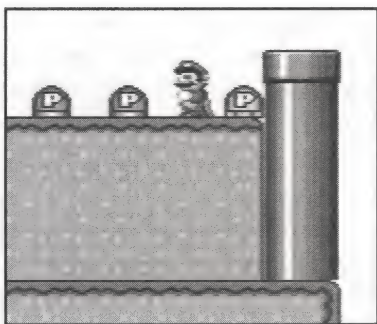
Can You Get It?

There's an Extra Mario Mushroom at the highest point of the first area in this World. It seems impossible to get, but you can do it by climbing the Vine Blocks near the bottom of the World. Hit the second Block from the left and climb the Vine as it grows upward. Jump up and hit any Rotating Blocks that block the path of the Vine. The Vine will continue to grow all the way up to the Extra Mario Mushroom! This is a lot of work for a single life, so you can pass it up without any worries.



Three Switch Blocks

When you reach the second half of the World, you'll find three Switch Blocks, two blue and one silver. Use the two blue Switches and pick up the silver one. Run to the right along the Prize



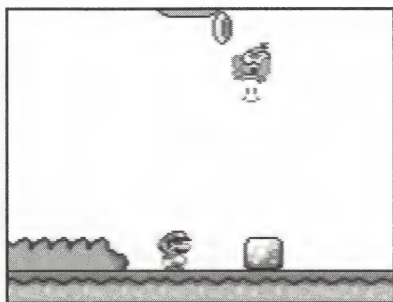
Blocks. Hit the Amazing Flyin' Hammer Brother from below and use his platform to jump over the green pipe.

When you spot the Lakitu, use the silver Switch to turn the Spiny's he spits into silver coins. Keep

The Special Zone

grabbing coins until the Lakitu disappears, then run to the right through the Giant Gate.

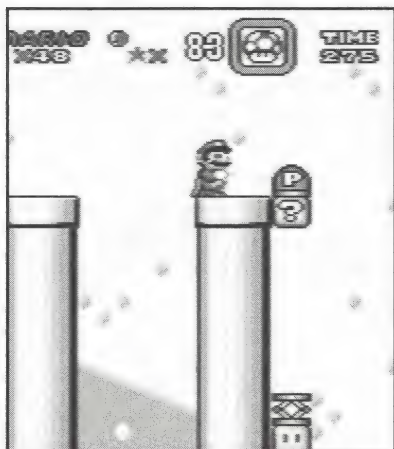
You must hit both of the blue Switches so that the Prize Block ledge lasts long enough for you to hit the Hammer Brother from below. If you only hit one of the Switches, the Prize Blocks will disappear and you'll fall to your doom.



TUBULAR

Major Enemies: Chargin' Chuck, Volcano Lotus

This World is a test of your skills with the Power Balloon. It can take ten or twenty lives to get through this World alive, so make sure you stock up before you take it on.

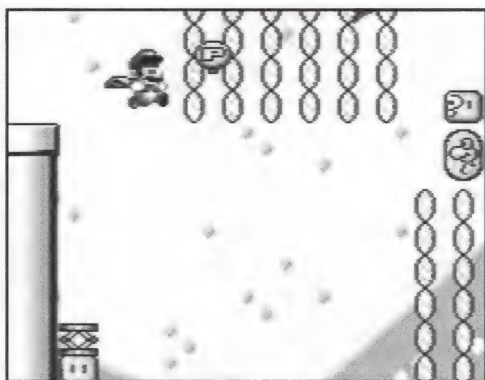


Power Balloon

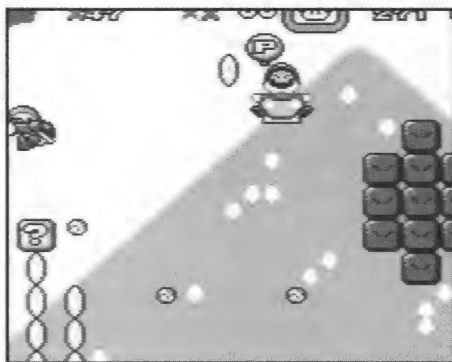
At the start of the World, jump to the right, past the Chucks. You'll find a Switch Block on top of a Prize Block, with a Jumping Board directly below the Block.

Hit the Switch, then drop down to the Board and bounce up to hit the Prize Block. You'll reveal a Power Balloon. Grab the Balloon before you fall off the screen! (By hitting the Switch, you make it so that

when you hit the Prize Block, it turns into a coin and disappears. Otherwise, it will remain solid and you'll have to bounce off the Jumping Board again to get the Balloon.)



The Second Balloon

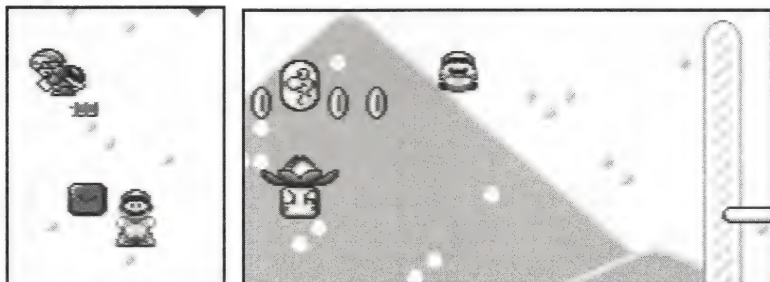


Float to the right and look for a highly placed Prize Block. Hit it from below for another Power Balloon and touch the second Balloon. If you miss this one, you're doomed.

Float to the Giant Gate

After getting the second Balloon, float to the right, past the Koopas and above the Volcano Lotus. You'll see two Chargin' Chucks. Hit the Prize Block the lower Chuck is sitting on for a third Balloon, then hit the higher Chuck. Now soar above the Volcano Lotuses to the Giant Gate!





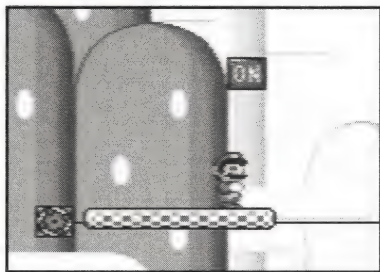
Get the Balloon and then get the Chuck. Finally, find the Giant Gate.

WAY COOL

Major Enemies: Fuzzles

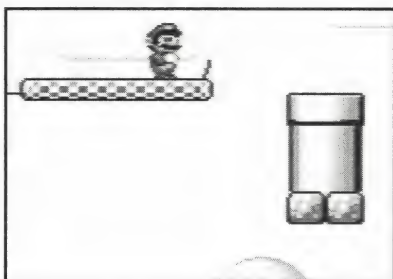
It's way easy to get through this World using Yoshi and Yoshi's Wings. In fact, if you don't use Yoshi, you're in for a very hard time getting past the waves of black creepy-crawlies called Fuzzles.

Hit the Switches and Get the Yoshi

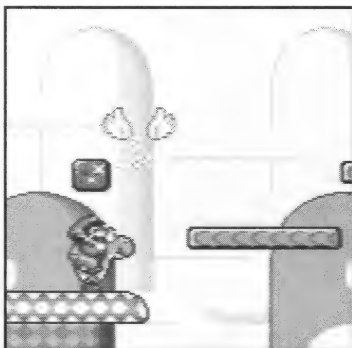


Jump onto the moving platform. Go past the first two switches you see without hitting them. Hit the third switch so it says OFF. Then hit the fourth switch you come to, changing it to ON.

The platform will carry you to a yellow pipe. Go down the pipe to enter a small bonus area. Hit the Prize Block for a Yoshi. Jump onto his back and jump up the pipe on the right.



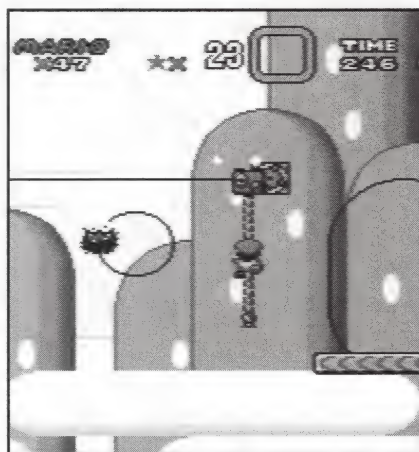
Warp Through the World



The first Prize Block you find after exiting the Yoshi area contains Yoshi's Wings. If you touch the Wings, you'll enter a bonus area filled with coins. When you finish the bonus area, you'll also have finished the World.

Rope Climbing

If you don't use Yoshi to warp, you'll need to ride ropes through the Fuzzles. Move up and down to dodge the Fuzzles as you pass through them. Eventually, you'll find the Giant Gate.



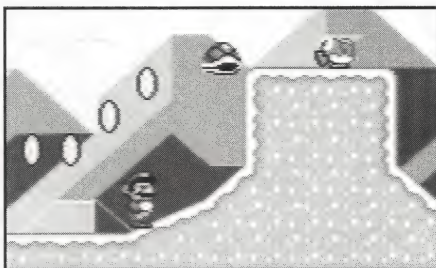
AWESOME

Major Enemies: Banzai Bill, Koopa, Rex

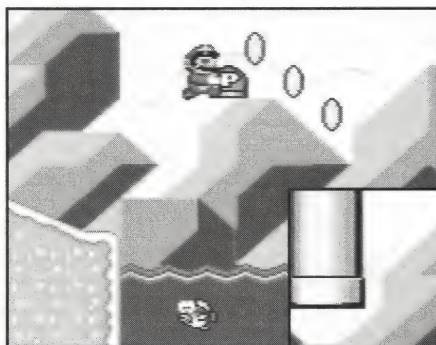
There's one jump in this World—the last jump before the Giant Gate—that's awesomely hard without a Cape. Make sure you bring one—and make sure you can hold onto it throughout the World!

Kicking Koopas and Rainbow Koopas

The first half of the World is guarded by Rainbow Koopas and kicking Koopas. The Rainbow Koopas are indestructible, so just avoid them. With the kicking Koopas, run up to them and the shells they kick will fly harmlessly over your head.

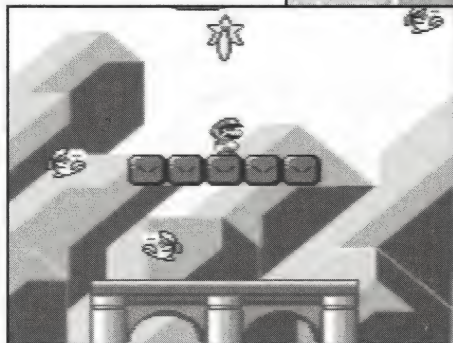
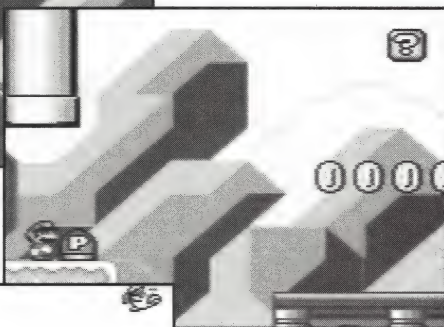


Hold On to the Switch Block



Use the Switch Block and then jump to the right, onto the brown

When you find the Switch Block, hold onto it and keep going to the right until you reach a yellow pipe.



block ledge formed by using the Switch Block. Hit the Prize Block and grab the Super Star!

Tough Jumps



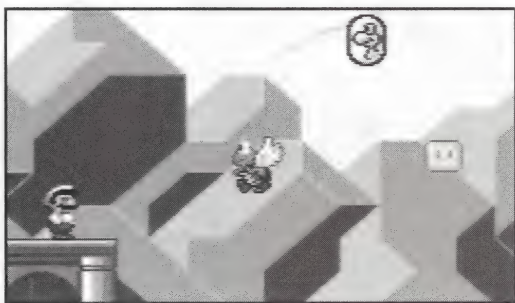
As soon as you get the Super Star, start going to the right. Jump across the gaps and past the blue pipes. Since you've got the

Super Star, don't worry about the leaping fish or Banzai Bills. Concentrate on your jumps.

Keep going until you reach a ledge with a red Koopa flying up and down on the right side of the ledge. Now wait until the Super Star wears off (you should be getting 1-Ups for every fish you hit).

The Toughest Jump

When the Super Star wears off, run to the right and jump off the red Koopa. You'll get enough height to land on the blue block, and from there, it's a simple jump to the right and the Giant Gate.

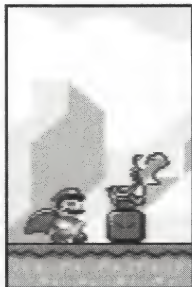


If you've got the Cape, you can hit the Koopa, float down onto the blue block, and then jump to the Gate. This is MUCH easier than the non-Cape method.

GROOVY

Major Enemies: Jumping Pirhana Plant, Koopa, Pokey, Volcano Lotus

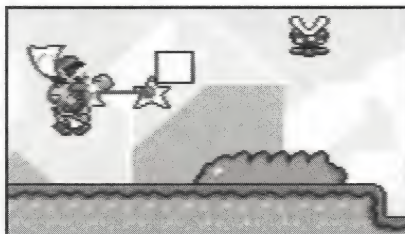
This isn't a very tough World as long as you've got Yoshi with you. Otherwise, you'll find it nearly impossible to pass (you can't use the Cape very much, because this World is only one screen high).



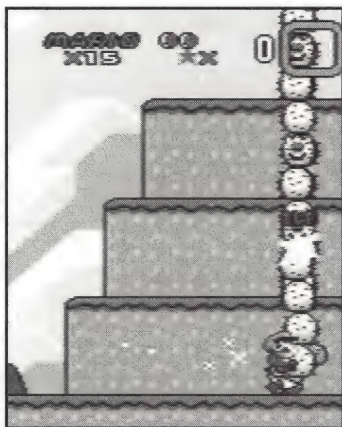
Yoshi

Hit the Koopa at the start of the World with a regular jump. Pick up the shell, carry it to the right, and throw it into the Prize Block to get Yoshi.

Power-Up Block

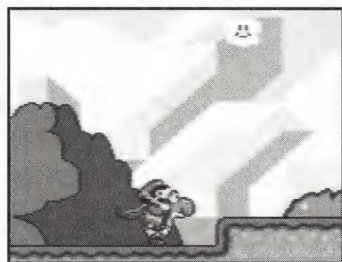


You'll find the Power-Up Block to the left of a Pirhana Plant. Eat the Super Star and run to the right to smash through the Pokeys and start racking up 1-Ups.



Pink Apples

There are two Pink Apples in this World. If you want to catch all of the Smiley Faces, eat the second Pink Apples,

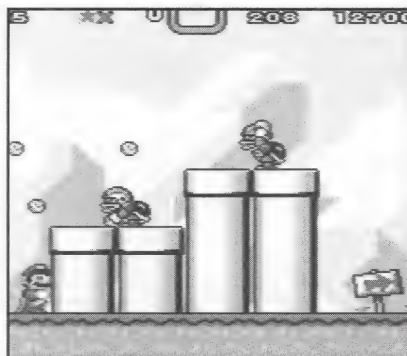


Super Mario World Secrets

and then the first fruit. This way, the cloud will fly over a long, flat area.

Two Chucks

Two baseball-throwing Chucks guard the Giant Gate. They're hard to get past, so if you get hit while riding Yoshi, take advantage of your momentary invulnerability and run to the Gate.

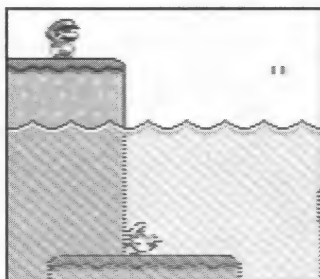


MONDO

Major Enemies: Amazing Flyin' Hammer Brother, Koopa

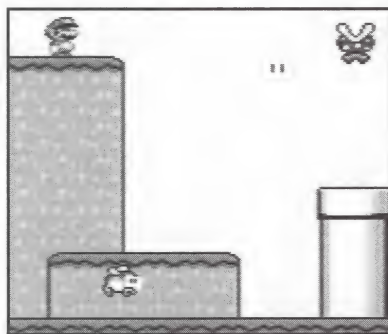
An unusual watery World.

Watch the Tide



defeated by just touching them; you don't even need to jump. During high tide, you have to avoid the fish or you'll take damage.

The water in this World alternates between high and low tide. Any fish beached during low tide can be hit and

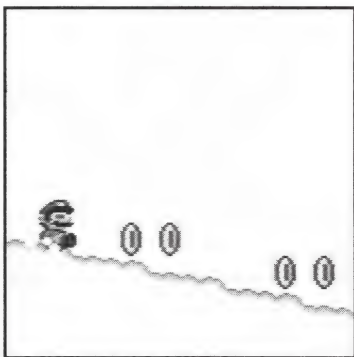
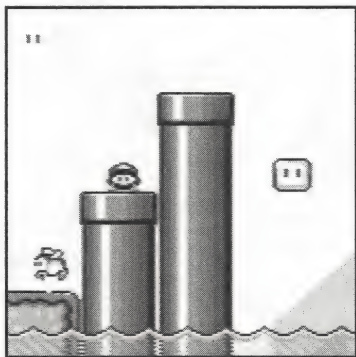


The Special Zone

Yoshi

You'll find your dinosaur friend in the highest of a group of three Prize Blocks.

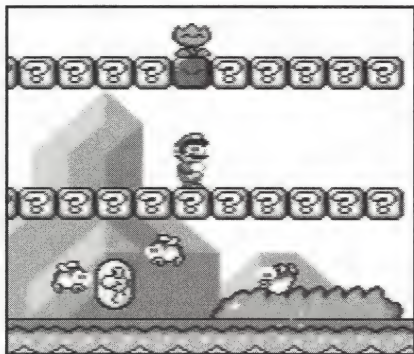
Coin Pipe



Look for two blue pipes with a Rotating Block to their right. Hit the Prize Block from below for an Extra Mario Mushroom, then enter the left pipe. Run to the right and grab all the coins, then go down the pipe.

Prize Block Rows

There are two long ledges of Prize Blocks near the exit pipe. One of the blocks on the top row has a power-up.



OUTRAGEOUS

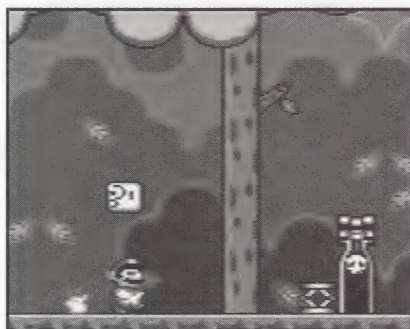
Major Enemies: Amazing Flyin' Hammer Brother, Bullet Bill, Jumping Pirhana Plant, Wiggler

The hardest World in the Special Zone. We strongly recommend you bring a Cape—that way you'll be

able to fly past many of the dangers (even though the Word is only a single screen high). Without a Cape, you should get Yoshi.

Freaky Fireballs

The fireballs in this World hop toward you slowly, leaving small fires in their wake. Both the fireball and its fires are harmful. If you've got the Cape, use the spin to destroy the fireball. Otherwise, just jump over it.



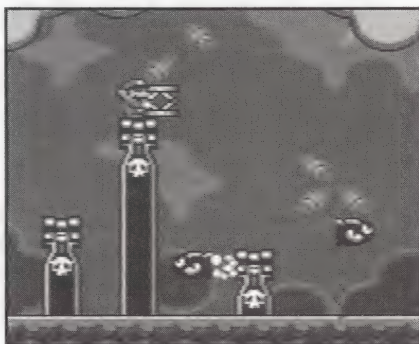
Jumping Board



Pick up the first Jumping Board you find and carry it with you. You'll need it to jump over a huge yellow pipe later in the World.

Bullet Bills

The Bullet Bills shoot out of the cannons at regular intervals, but the cannons don't fire at all when you're close to them or standing on them.



Orange Pipe

Drop the Jumping Board next to the pipe to jump over the pipe.

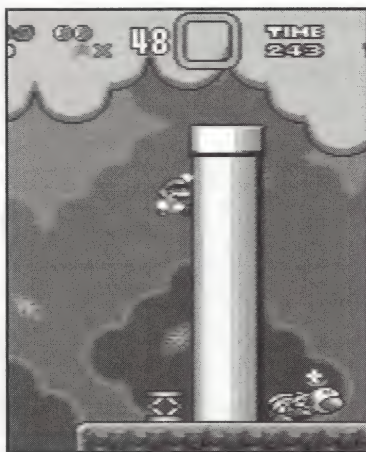
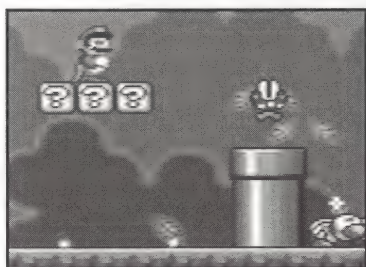
The Special Zone

Yoshi

Look for a Prize Block between two small orange pipes. Yoshi's inside.

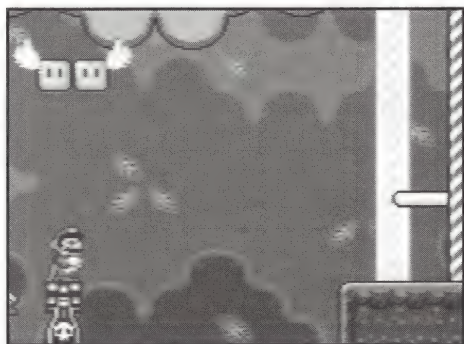
Three Prize Blocks

Hit the middle Prize Block for a power-up.



Use the Jumping Board to leap tall pipes in a single bound!

Giant Gate



Stand on the low cannon while waiting to hit the Hammer Brother from below. You don't want the cannon shooting at you while you're standing on the ground!

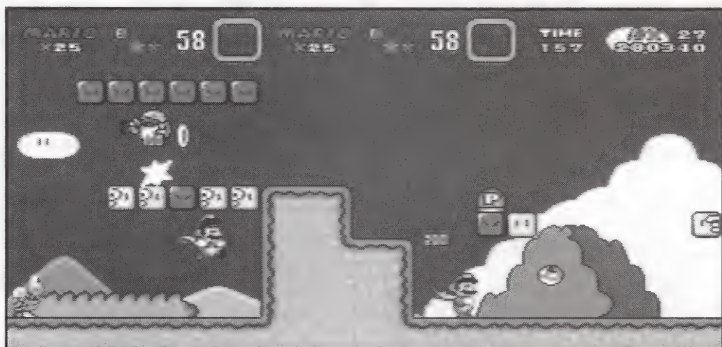
FUNKY

Major Enemies: Chargin' Chuck, Koopa, Sumo Brother, Super Koopa

The last Special Zone! When you finish this World, you'll change the look of Dinosaur Land and a few of your enemies. See the Super Secrets for more information!

Getting Yoshi

It's a tricky little procedure, but you **CAN** get Yoshi near the start of the World. Here's what to do.

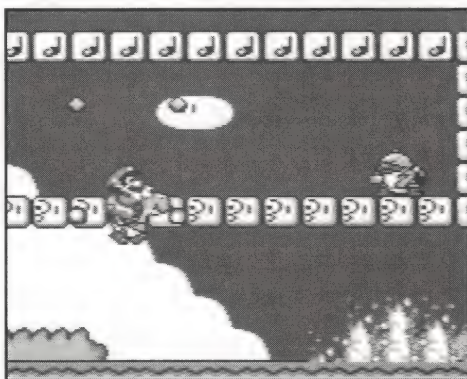


1. Hit the Sumo Brother standing on top of the five Prize Blocks.
2. Run to the right to find two Rotating Blocks. Hit the left block for a Switch Block. (If you're a Small Mario, hit the single Prize Block for a Super Mushroom.)



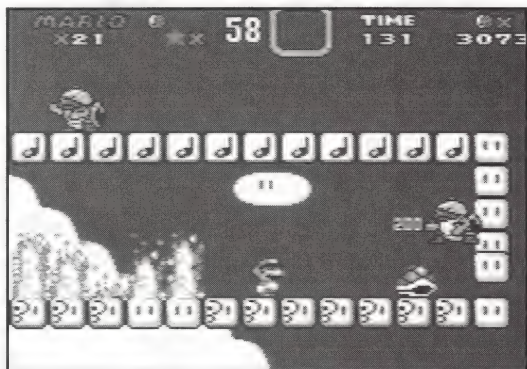
3. Carry the Switch Block to the left until you see a Prize Block high in the air. That's Yoshi!
4. Use the Switch Block and jump onto a Koopa to get his shell.
5. Throw the shell straight up to hit the Prize Block. Yoshi will fall down to the ground!

Two Sumo Brothers



Hit the Jump Block the high Sumo Brother is standing on to defeat him. Then smash through the Rotating Blocks in the middle of the Prize Blocks to drop down to the ground. If you're a Small Mario, bring

a shell here. Throw it at the lower Sumo Brother and it will also strike a Rotating Block that you can run through and fall to the ground.



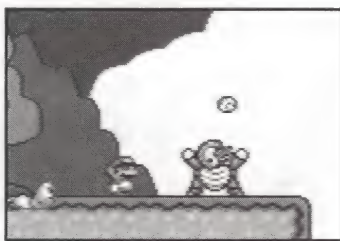
Super Star

Hit the rightmost block in the long row of Jump Blocks to get a Super Star. It's easiest to get if you have Yoshi; just eat a blue Koopa and fly up to the block.

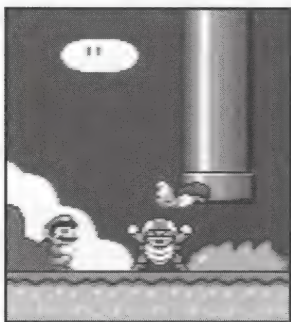
Chargin' Chucks

You'll find two Chucks, one throwing baseballs and the other just sitting there. If you hit the sitting Chuck without defeating him, he'll give out an attack

call—and Super Koopas will swarm onto the screen! Avoid the sitting Chuck altogether or get rid of him with a shell or Cape spin.



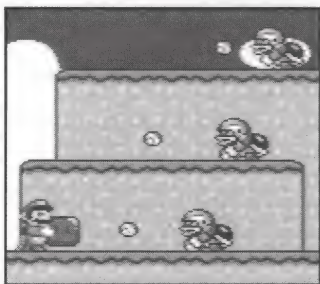
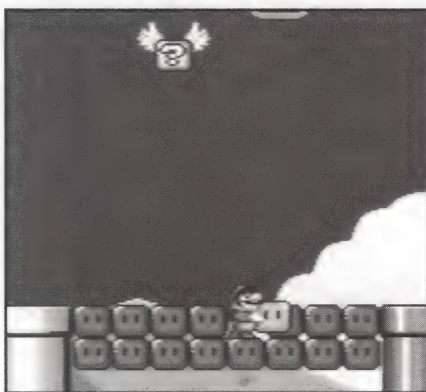
Solo Chuck



A blue pipe about halfway through the World extends for nearly the entire height of the World. There's a single Chuck guarding the small space that you can pass through underneath the pipe. Hit him with the shell or Cape—otherwise, he'll call the Super Koopas!

Flying Prize Block

You'll see a flying Prize Block above a ledge made of Grab Blocks. Pick up one of the blocks and throw it straight up to hit the Prize Block and get the Extra Mario Mushroom inside.



Three Chucks

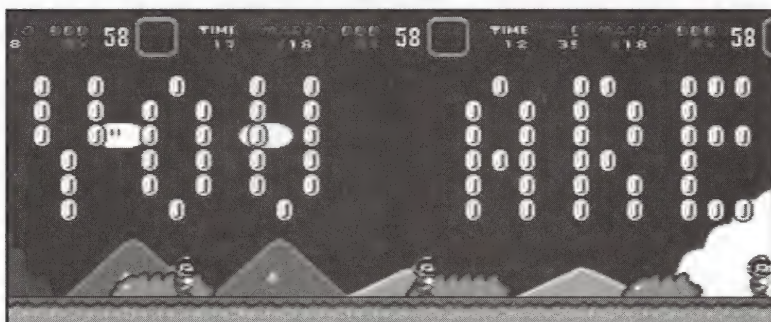
A trio of baseball-throwing Chucks is the final obstacle between you and the Giant Gate. Whip through them with the Cape if you have it; otherwise, jump up and over them.

The Special Zone

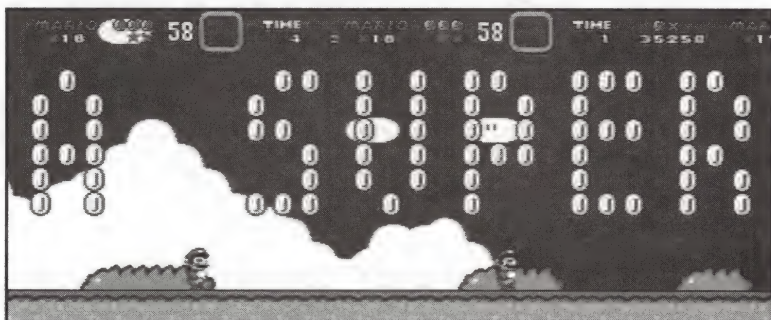
You Are A Super...

We won't tell you exactly what the coins spell out before you reach the Giant Gate. But it's no joke—if you've passed all of the Worlds in the Special Zone, you deserve the praise the coins give you.

Since you've beaten the Special Zone, check out the Super Secrets to see what will happen to Dinosaur Land. It's some really wild stuff!



The coins spell out a message. Can you find out the rest of their message?



Part 4
The Super Secrets

CHAPTER 19

The Super Secrets

Here they are: The tips that will make you the most popular player on the block. You'll be able to rack up extra lives with ease, score points at a dizzying rate, and show your friends the bizarre new graphics of Super Mario World after finishing the Special Zone. Read on!

EXTRA LIVES

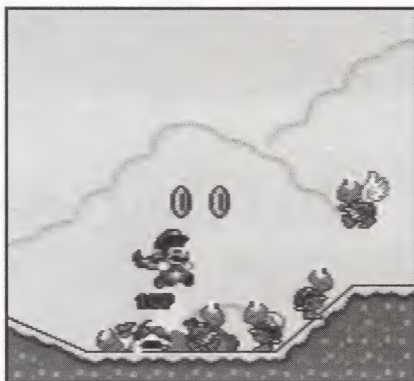
You'll die many, many times in Super Mario World. We figure we've lost over a thousand lives experimenting with new tricks, searching for hidden goals, and just getting through tough areas!

If you don't know how to build up your lives, you'll waste lots of time going back and forth between Worlds where you can collect lives and the Worlds you're trying to get past. That's no fun, so try the areas below when you need some life boosting. They're guaranteed to perk up your player count!

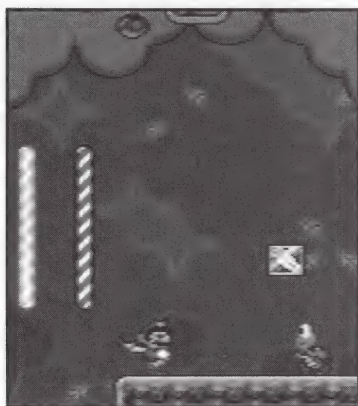
Vanilla Secret 2

The first half of this World is filled with Koopas that keep coming indefinitely, and that's the ticket to free lives. You'll need the Cape for this extra life trick. Jump into the air and float downward. Hit a Koopa on the way down. When you bounce up into the air,

hit another Koopa on the way down. Keep bouncing off the Koopas until the points become 1-Ups! If you get a group of Koopas close together, they'll keep climbing into their shells and you can keep hitting them from above!



Forest of Illusion 1



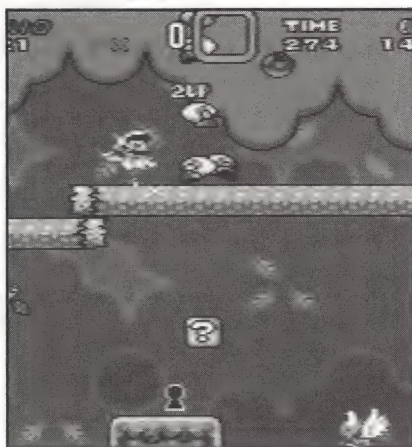
Find the Power-Up Block. Wait for it to become a Feather, then whack it from below. As the power-up flies out of the block, it changes into a Super Star. Grab the Super Star and become invincible! Go to the right and hit everything in your way, including the monsters falling from the Rotating Blocks. The points will start to increment into extra lives.

Touch the Midway Gate and then exit the World (presuming you've played through the World already, of course). Restart the World and you'll begin to the left of the Gate. Now run to the right.

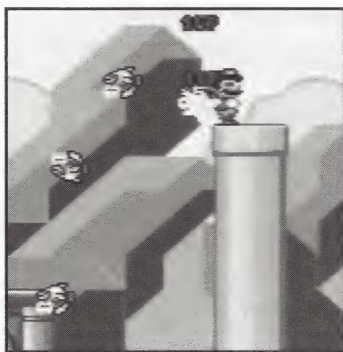


The Super Secrets

The Wigglers are the key to this trick. When you hit them, they give you 2-Ups instead of the regular 1-Ups. If you run fast enough to the right, you'll hit six Wigglers (worth 12 lives). Combined with the less valuable Koopas, you'll accumulate 15 lives or more.



Awesome (Special Zone)



When you grab the Super Star out of the Power-Up Block, start going to the right and hit all the fish leaping out of the water. Soon, they'll start turning into 1-Ups. This is the hardest area to visit for extra lives, but it's also one of the most interesting!

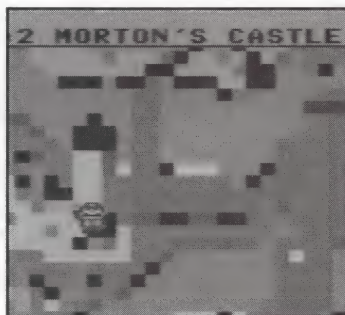
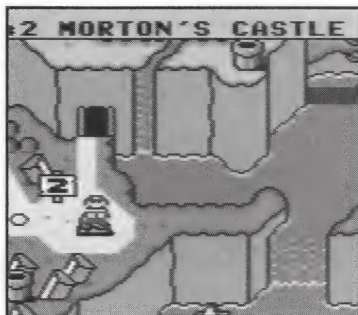
You may find your own favorite area to visit for extra lives. We find ourselves going to Forest of Illusion 1 most of the time, so that's the one we recommend you try first.

REPLAYING CASTLES AND FORTRESSES

This is a simple trick, but it's a neat one. It's also unusual in that it only works on the Super NES

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version of Super Mario World, not the Super Famicom version in Japan. Nintendo added the trick to the U.S. version for reasons unknown!



Normally, when you go through a Castle or Fortress, it's torn down and you can't play through it again. Using this trick, you can play through them again, and even skip out of them by using the Start/Select combination!

Walk onto a Castle that you've previously destroyed. Press down both the L and R buttons on the top of the controller. Mario will raise his hand, and you'll go into the Castle or Fortress!

TEN MILLION POINTS

Super Mario World isn't really about points; it's about finding the 96 goals. But when you've got all the goals, all you have left to shoot for is the ultimate score: 9,999,990 points (the highest number of points Super Mario World can register).

If you play through the Worlds over and over, you'll SLOWLY work up to ten million, and we mean slowly; it can take several days straight. You'll be glad to know that there's a wild and radical trick that will max out your score within minutes! Note that you **MUST** have the Cape to do this trick!

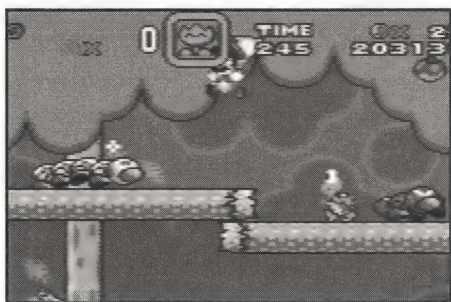
Go to the area in Forest of Illusion 1 with the Wigglers and Koopas on the logs. See the picture on the following page if you don't know where we

The Super Secrets



mean. Now jump into the air. Use the Cape's floating ability and slowly descend to hit a Wiggler. You'll score 100 points.

Now steer in the air and aim for another Wiggler. Don't hit the ground! Hit the next Wiggler from above, still floating and not touching down,



and you'll get 200 points. Continue to hit Wigglers from above and you'll score more and more points for every hit.

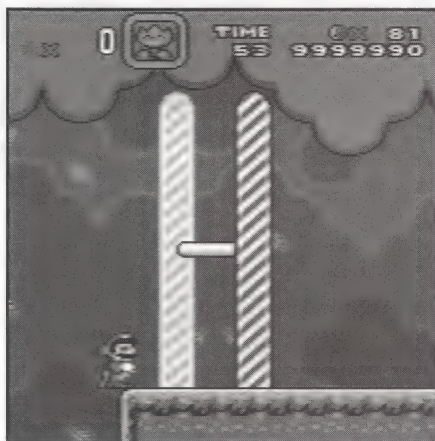
If there aren't any yellow Wigglers on the screen, you've got to float off the screen and then float back to "reset" the Wigglers to their yellow state. You'll have to reset the Wigglers many times while bouncing, so practice.

As you continue to hit the Wigglers, your score will keep increasing. Soon, you'll get a 1-Up, then a 2-Up, then a 3-Up. Then your scores will turn into bizarre symbols! You'll score gargantuan points and rack up extra lives too!



The Wigglers will soon give up strange symbols that represent ultra-high scores!

As long as you avoid touching the ground and keep resetting the Wigglers turn back to yellow, you can bounce off them constantly until your score tops out at 9,999,990!



FINISHING THE SPECIAL ZONE

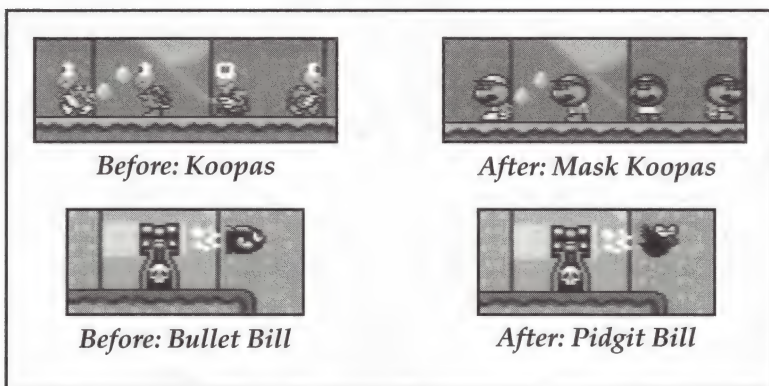
The Special Zone is the toughest area in Super Mario World. When you defeat the final Special World (Funky), you'll change the entire game!

The first, and most noticeable, change is the color scheme of Dinosaur Land. Instead of lush green, the landscape will be dull brown! The Worlds themselves remain the same.

The second change affects the graphics of the enemies. When you beat the Special Zone, a few of your enemies change their appearance (and names). If you beat the Special Zone, and then beat the game, you'll see which enemies have changed by watching the reward sequence.

The Super Secrets

Here are pictures of two common enemies before and after beating the Special Zone.



We've intentionally left many of the changed enemies for you to discover. See how many you can find!

SEND IN YOUR HINTS, TIPS AND TRICKS!

That's the end of Super Mario World Secrets...for now! If you discover a great trick that isn't mentioned in this book, send it to:

SNES Game Tips
P.O. Box 1260
Rocklin, CA 95677-1260

If your trick is good enough, we'll publish it in Super NES Secrets 2, coming in early 1992 from Prima Publishing!

The Goal Checklist

On the following pages you'll find a complete list of all the worlds in Super Mario World. Use this checklist to identify the worlds and to be sure you visit all of them.

Some worlds have hidden goals. This is where you can find out which worlds have hidden goals and which do not. Another way to tell if a world has a hidden goal is to look for red dots on the main map. This will show you which worlds have hidden goals, except for the Ghost Houses, some of which also have more than one exit.

HOW TO USE THIS CHAPTER

If you examine this whole chapter, you'll see worlds that you wouldn't ordinarily know about early in the game. We suggest that you use this chapter as a reference and checklist of goals you have found. Try not to look too far ahead. If you're sure there's a hidden goal in a world, and you can't find it, check out Part 3: The Secrets for a complete run-down on the hidden side of Super Mario World.

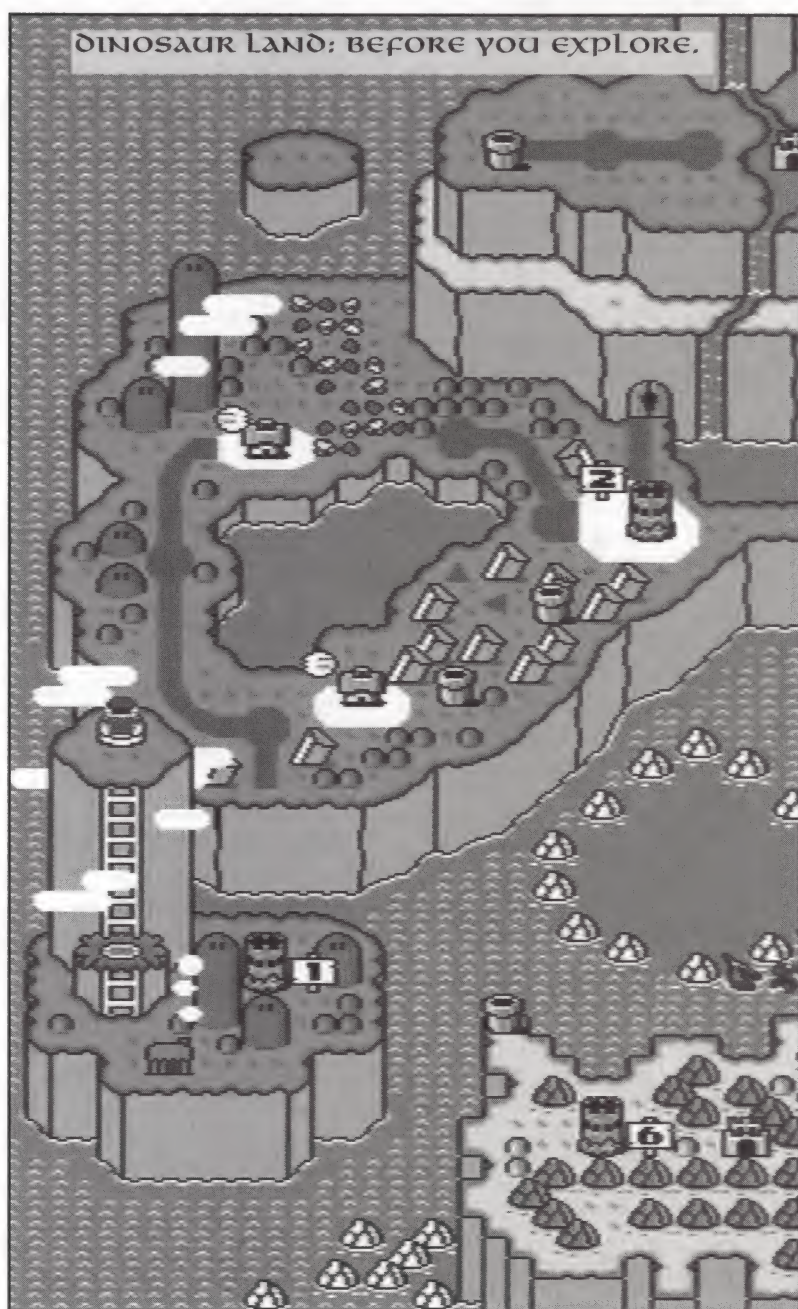
Also, when you read the chapters in Part 2: The Walkthrough and Part 3: The Secrets, you'll see a labelled map at the beginning of each chapter. Refer to this checklist for the names of the worlds on each area map.

On the next page is a one-page goal checklist containing just about all the places in the game. As you reach each location, check it off on this handy page. Or make a photocopy of it and mark that. Areas with two goals have an extra space for you to check off.

The Goal Checklist (Complete)

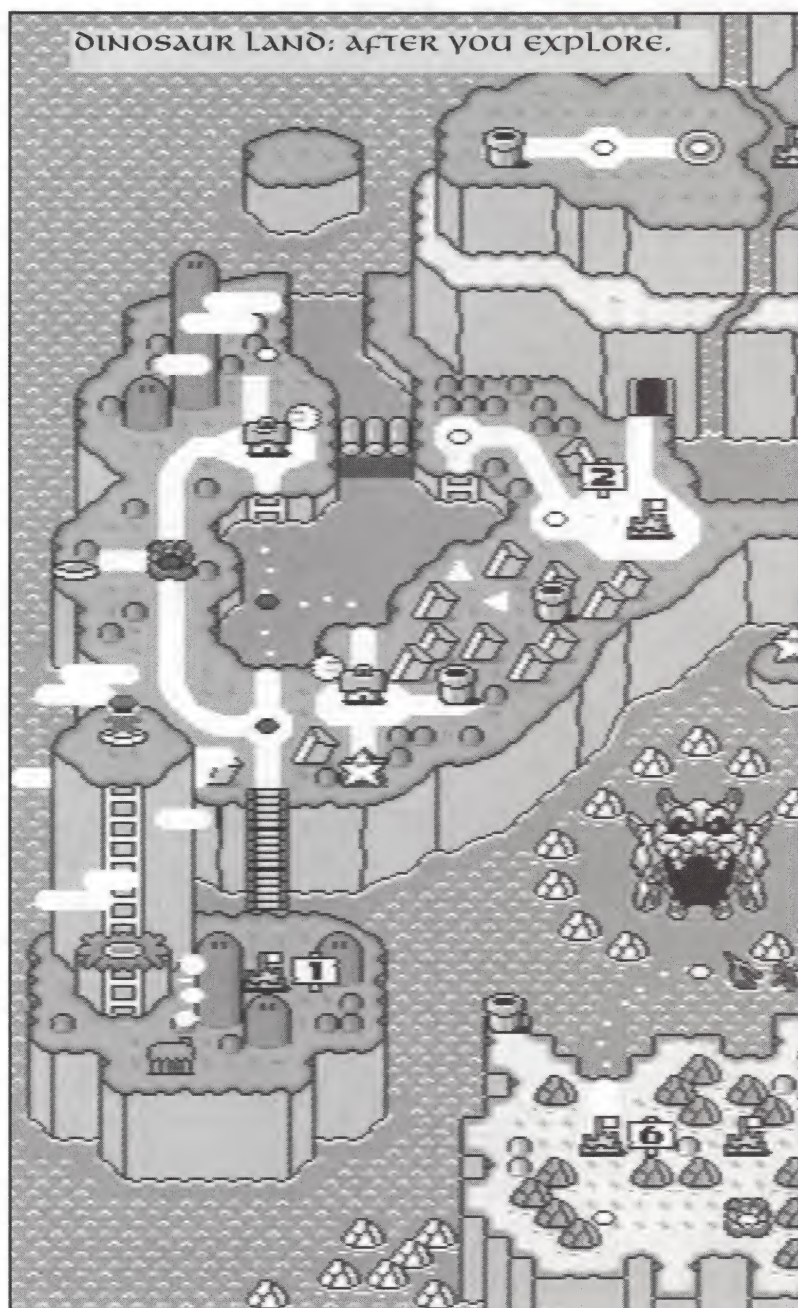
The One-Page Goal Checklist

☐ Yellow Switch Palace	☐ Blue Switch Palace
☐ Yoshi's Island 1	☐ Forest of Illusion 3
☐ Yoshi's Island 2	☐ Forest of Illusion 4
☐ Yoshi's Island 3	☐ Forest Secret Area
☐ Yoshi's Island 4	☐ Forest Fortress
☐ Iggy's Castle	☐ Star Road
☐ Yoshi's House	☐ Roy's Castle
☐ Donut Plains 1	☐ Chocolate Island 1
☐ Donut Plains 2	☐ Choco-Ghost House
☐ Green Switch Palace	☐ Chocolate Island 2
☐ Donut Ghost House	☐ Chocolate Island 3
☐ Top Secret Area	☐ Pipe to Chocolate Secret
☐ Donut Secret 1	☐ Pipe from Chocolate Secret
☐ Donut Secret House	☐ Chocolate Fortress
☐ Star Road	☐ Chocolate Island 4
☐ Pipe to Donut Secret 2	☐ Chocolate Island 5
☐ Pipe from Donut Secret 2	☐ Wendy's Castle
☐ Donut Plains 3	☐ Sunken Ghost Ship
☐ Donut Plains 4	
☐ Morton's Castle	☐ Donut Secret 2
	☐ Chocolate Secret
☐ Vanilla Dome 1	☐ Valley of Bowser 1
☐ Vanilla Dome 2	☐ Valley of Bowser 2
☐ Red Switch Palace	☐ Valley Fortress
☐ Vanilla Ghost House	☐ Back Door
☐ Vanilla Dome 3	☐ Valley Ghost House
☐ Vanilla Dome 4	☐ Valley of Bowser 3
☐ Lemmy's Castle	☐ Valley of Bowser 4
☐ Pipe to Cheese Bridge Area	☐ Star Road
☐ Vanilla Secret 1	☐ Larry's Castle
☐ Star Road	☐ Front Door
☐ Pipe to Vanilla Secret 2	
	☐ Star World 1
☐ Vanilla Secret 2	☐ Star World 2
☐ Vanilla Secret 3	☐ Star World 3
☐ Vanilla Fortress	☐ Star World 4
☐ Butter Bridge 1	☐ Star World 5
☐ Butter Bridge 2	☐ Star Road to Special Worlds
☐ Cheese Bridge Area	
☐ Cookie Mountain	☐ Gnarly
☐ Soda Lake	☐ Tubular
☐ Star Road	☐ Way Cool
☐ Ludwig's Castle	☐ Awesome
	☐ Groovy
☐ Forest of Illusion 1	☐ Mondo
☐ Forest Ghost House	☐ Outrageous
☐ Forest of Illusion 2	☐ Funky



The Goal Checklist (Complete)

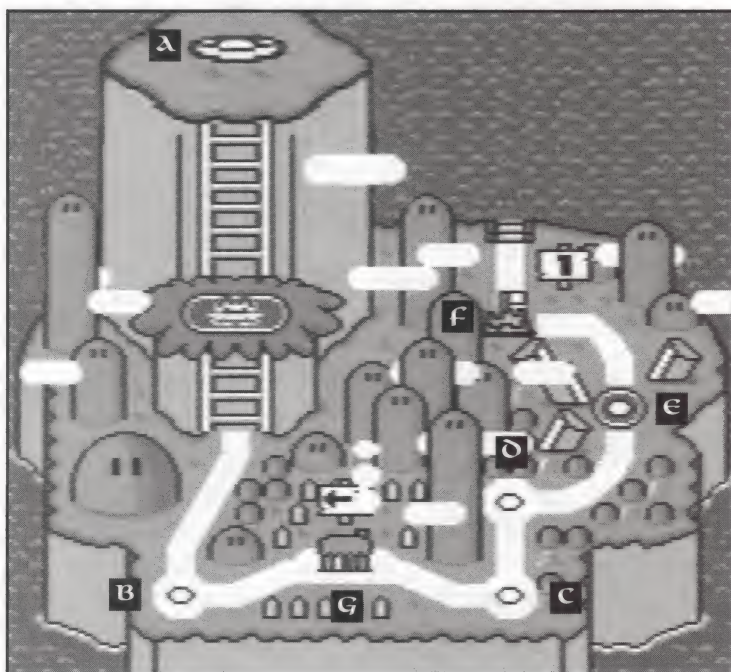




The Goal Checklist (Complete)



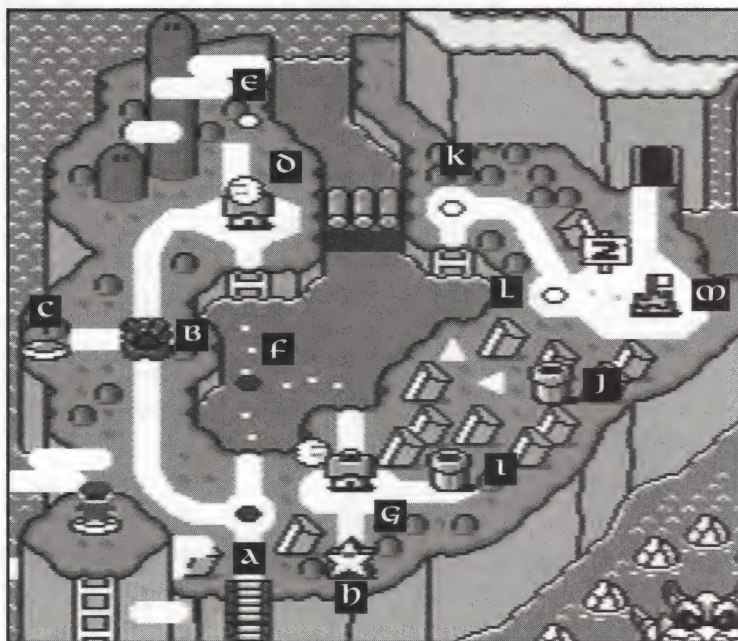
Super Mario World Secrets



YOSHI'S ISLAND

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
A.	yellow switch palace	**	
B.	yoshi's island 1	**	
C.	yoshi's island 2	**	
D.	yoshi's island 3	**	
E.	yoshi's island 4	**	
F.	iggys castle	**	
G.	yoshi's house (no goals)		

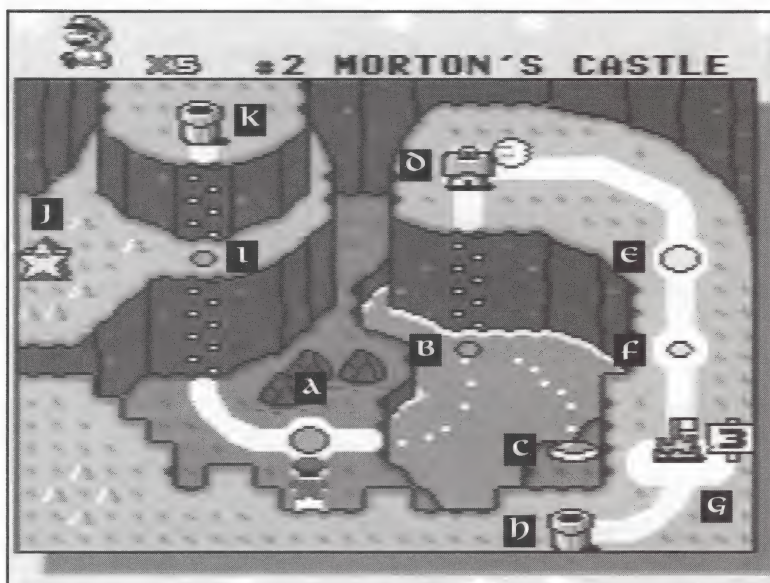
The Goal Checklist (Complete)



DONUT PLAINS

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
a.	DONUT PLAINS 1	..	..
b.	DONUT PLAINS 2	..	..
c.	GREEN SWITCH PALACE	..	
d.	DONUT GHOST HOUSE	..	..
e.	TOP SECRET AREA (NO GOALS)		
f.	DONUT SECRET 1	..	..
g.	DONUT SECRET HOUSE	..	..
h.	STAR ROAD (NO GOALS)		
i.	PIPE TO DONUT SECRET 2 (NO GOALS)		
j.	PIPE FROM DONUT SECRET 2 (NO GOALS)		
k.	DONUT PLAINS 3	..	
l.	DONUT PLAINS 4	..	
m.	MORTON'S CASTLE	..	

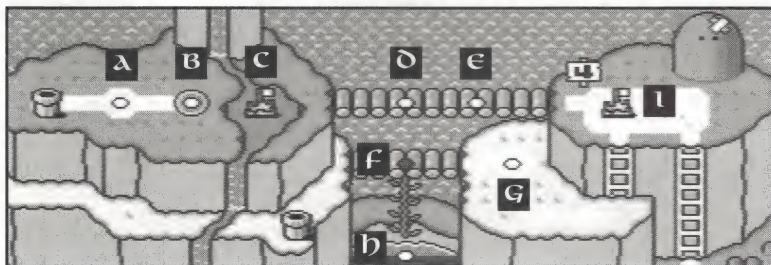
Super Mario World Secrets



vanilla dome

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
A.	vanilla dome 1	**	**
B.	vanilla dome 2	**	**
C.	red switch palace	**	
D.	vanilla ghost house	**	
E.	vanilla dome 3	**	
F.	vanilla dome 4	**	
G.	lemmy's castle	**	
H.	pipe to cheese bridge area (NO GOALS)		
I.	vanilla secret 1	**	**
J.	star road (NO GOALS)		
K.	pipe to vanilla secret 2 (NO GOALS)		

The Goal Checklist (Complete)



COOKIE MOUNTAIN

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
a.	VANILLA SECRET 2	..	
b.	VANILLA SECRET 3	..	
c.	VANILLA FORTRESS	..	
d.	BUTTER BRIDGE 1	..	
e.	BUTTER BRIDGE 2	..	
f.	CHEESE BRIDGE AREA	..	..
g.	COOKIE MOUNTAIN	..	
h.	SODA LAKE	..	
i.	LUDWIG'S CASTLE	..	

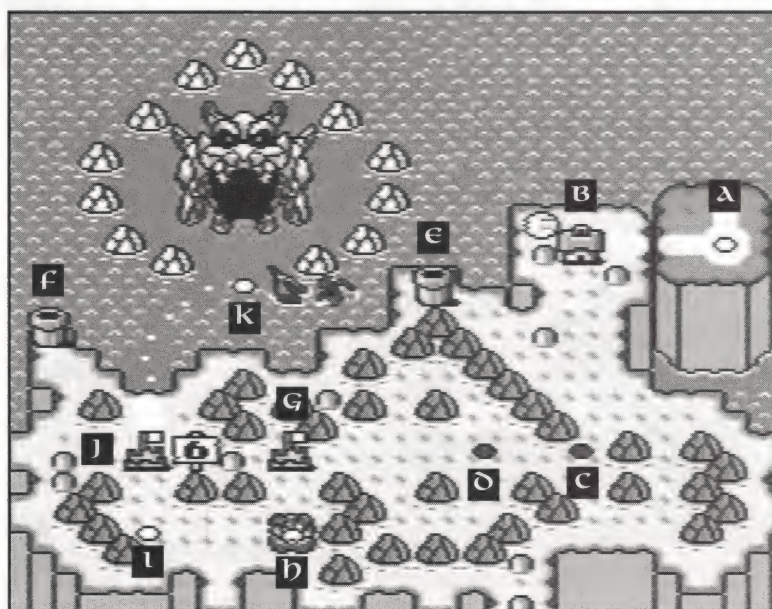
Super Mario World Secrets



forest of illusion

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
A.	forest of illusion 1	..	..
B.	forest ghost house	..	..
C.	forest of illusion 2	..	..
D.	blue switch palace	..	
E.	forest of illusion 3	..	..
F.	forest of illusion 4	..	..
G.	forest secret area	..	
H.	forest fortress	..	
I.	star road (no goals)		
J.	roy's castle	..	

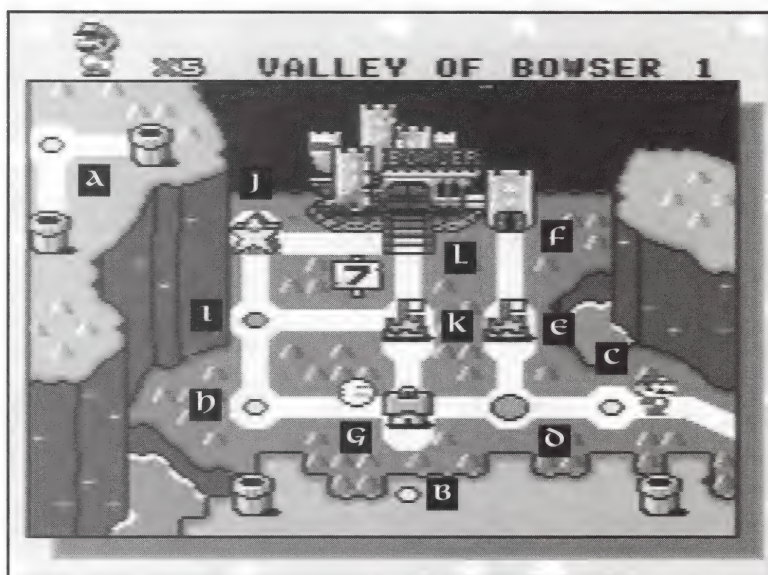
The Goal Checklist (Complete)



chocolate island

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
A.	chocolate island 1	..	
B.	choco-ghost house	..	
C.	chocolate island 2	..	..
D.	chocolate island 3	..	..
E.	pipe to chocolate secret (NO GOALS)		
F.	pipe from chocolate secret (NO GOALS)		
G.	chocolate fortress	..	
H.	chocolate island 4	..	
I.	chocolate island 5	..	
J.	wendy's castle	..	
K.	sunken ghost ship	..	

Super Mario World Secrets

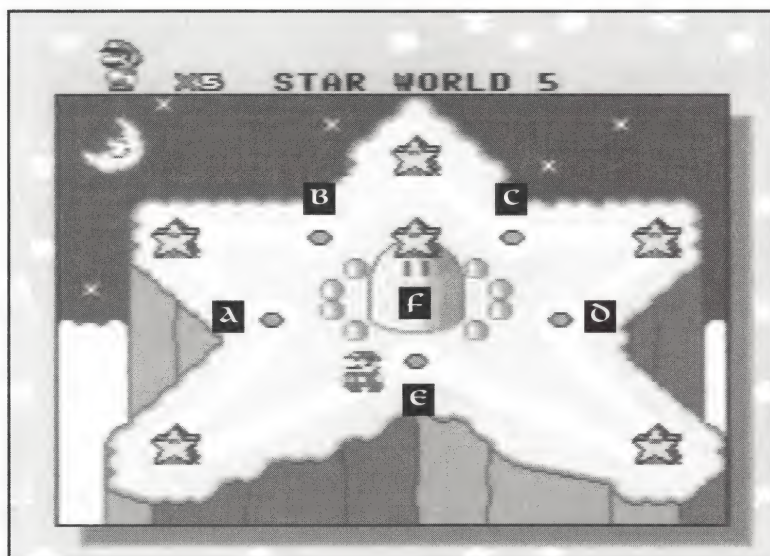


valley of bowser

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
a.	DONUT SECRET 2	..	
b.	CHOCOLATE SECRET	..	
c.	VALLEY OF BOWSER 1	..	
d.	VALLEY OF BOWSER 2	..	..
e.	VALLEY FORTRESS	..	
f.	BACK DOOR (NO GOALS)		
g.	VALLEY GHOST HOUSE	..	..
h.	VALLEY OF BOWSER 3	..	
i.	VALLEY OF BOWSER 4	..	..
j.	STAR ROAD (NO GOALS)		
k.	LARRY'S CASTLE	..	
l.	FRONT DOOR (NO GOALS)	..	

WARNING: THE WORLDS DEPICTED ON THE NEXT TWO PAGES ARE HIDDEN WORLDS. IF YOU DON'T WANT TO KNOW TOO MUCH TOO SOON, don't read on.

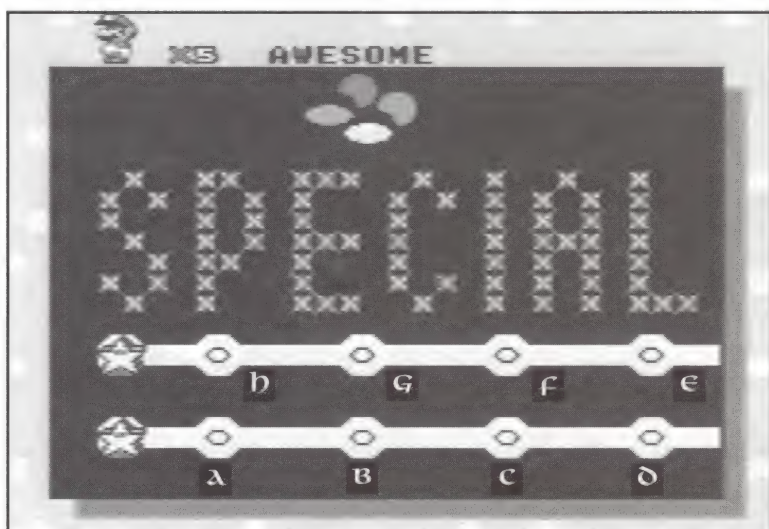
The Goal Checklist (Complete)



THE STAR ROAD

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
a.	STAR WORLD 1	..	..
b.	STAR WORLD 2	..	..
c.	STAR WORLD 3	..	..
d.	STAR WORLD 4	..	..
e.	STAR WORLD 5	..	..
f.	STAR ROAD TO SPECIAL WORLDS (NO GOAL)		

Super Mario World Secrets



special zone

	<u>WORLD</u>	<u>GOAL 1</u>	<u>GOAL 2</u>
a.	GNARLY	**	
B.	TUBULAR	**	
c.	way cool	**	
d.	awesome	**	
e.	GROOVY	**	
f.	MONDO	**	
G.	OUTRAGEOUS	**	
h.	funky	**	

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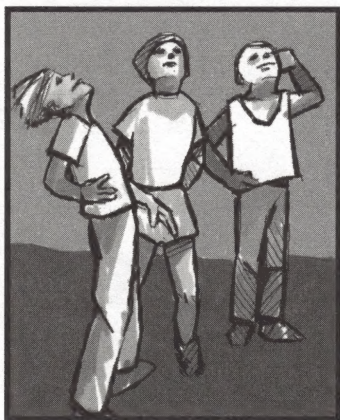
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